VECTORMAN • MARSUPILAMI • STREET FIGHTER: THE MOVIE

100% Sega gaming! £2.50

Sega Pro

● Issue 50 ● October 1995

● Saturn ● Mega 32X ● Mega Drive ● Game Gear ● Arcade



Creepy capers with a cute corpse!

Saturn EXCLUSIVE

Reviewed...
Mega Drive
Primal Rage
Comix Zone
Saturn
Bug!
Clockwork Knight 2
Cool Riders

The ultimate Saturn driving game!
SEGA RALLY
EXCLUSIVE

All the fun of the fair!
Theme Park on Saturn

Paragon Publishing Ltd
36
9 770964 264039
Printed in the UK



MTV's Beavis and Butt-Head. Available on the MEGADRIVE™, SNES™, & GAMEGEAR.™

CD Demo Battlecorps



After the terrific response to last month's *Soulstar* demo, we've decided to go one better and hunt down another classic Core Design game — *Battlecorps*! Aren't you lucky?



This cool demo contains the entire first level of the game, with a huge landscape to explore. You are in control of a Bipedal Attack Machine (BAM), an armoured walker equipped with guns, missiles and grenades. A complex control system enables you to turn your head as well as control your walker's legs, so you can aim at enemies whilst walking in a different direction. Smart!

To control your walker, refer to the following set of commands:

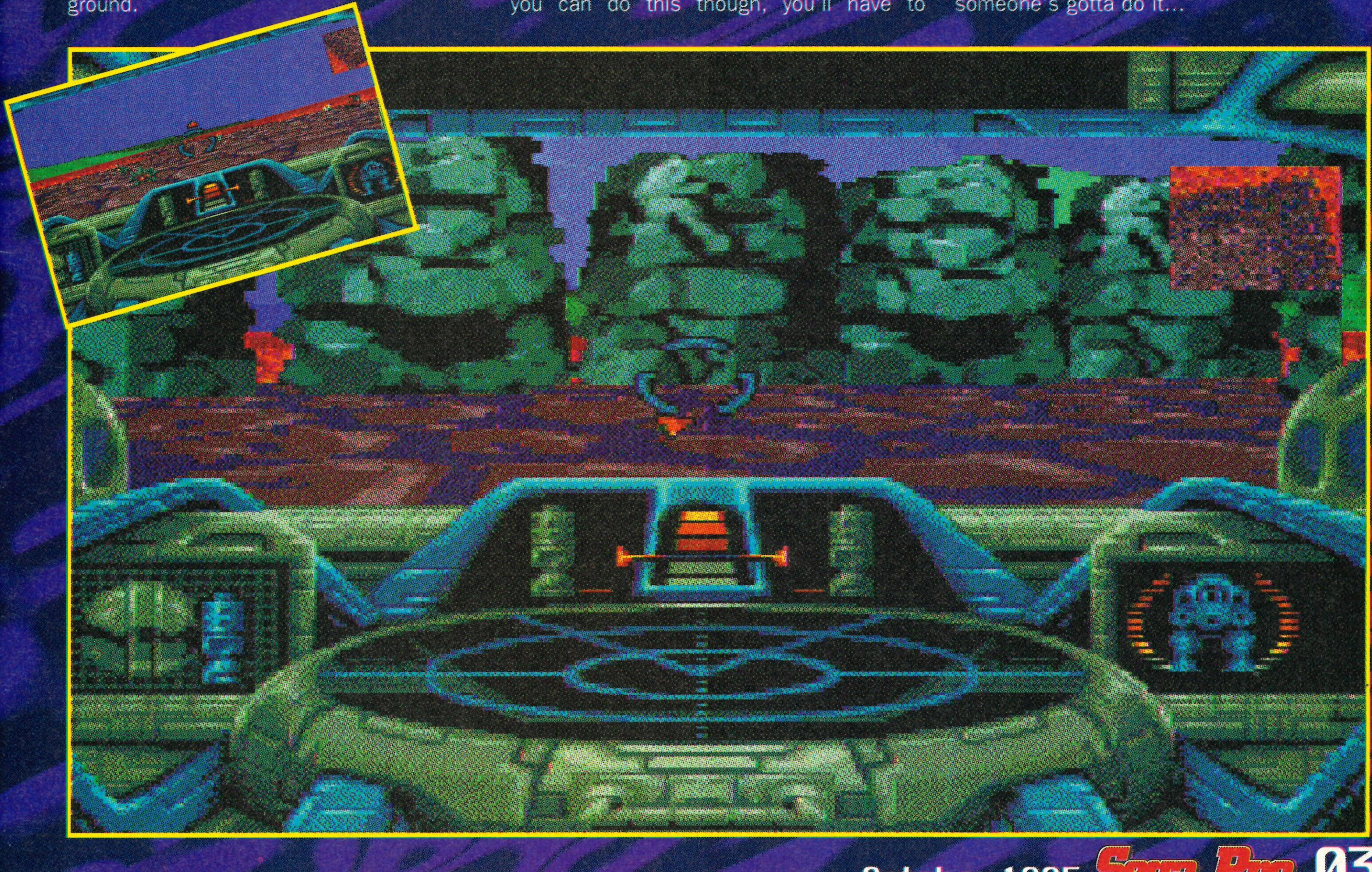
Up: This increases your speed by one notch, up to a maximum of three.
Down: Reduces your speed by one notch.
Left: Turns your walker to the left.
Right: Turns your walker to the right.
A + Up: Enables you to look down at the ground.
A + Down: Moves your head up.
A + Left: This will only move your head to the left.
A + Right: Alternatively, this will move your head to the right.
B: The fire button!
C: This enables you to change between weapons.
Start: Pauses the game and enables you to change the A button function to either the walker's head or speed.

In the demo, you have to make your way to the base at the end of the level. Before you can do this though, you'll have to destroy the hundreds of robots blocking your path. It's a hard job, but someone's gotta do it...

Missed your demo?

If you fancy a shifty at the brilliant *Battlecorps* demo, but have bought the normal version of Sega Pro then fret not! You can order it from our beloved mail order department. Send a cheque for £3.95 sterling made payable to **Paragon Publishing Ltd** and send it off to: **Sega Pro CD#50 Offer, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth BH1 2JS**. Or alternatively phone **01202 200200** or fax **01202 299955** with your Visa/Mastercard details.





Issue 50

Conte



EXCLUSIVE

Casper on Saturn 14

Whipstaff Manor has been overrun — by computer mags looking for the treasure of a *Casper* EXCLUSIVE. But Sega Pro got their first! Here is the Saturn game of the hit movie starring Casper the over friendly ghost. Spook!



26 Saturn Theme Park!

Bullfrog's excellent designer series kicks off on the Saturn with one of the best versions of *Theme Park* to ever see a CD!

Arcade Anarchy!

Have you been down to the arcades recently? You should — there are some top games to play! Sega have got a great line-up and we get to play them all before you — ha, ha!



46

ctober 1995

ents

Sega Rally

EXCLUSIVE

The biggest Sega arcade hit of the year will make it onto the Saturn in time for Christmas. We take an EXCLUSIVE look at how things are looking on the console conversion.

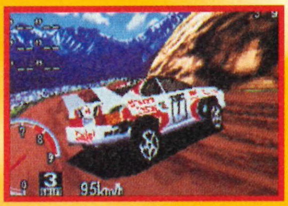
16



40

Scavenger

Prepare for some scorching titles later on in the year, Sega have got a hot new development team on the case, Scavenger. We open up their secret cupboard and spill the contents onto these pages!







Regulars

Frontline news.... 06
Charts........... 11
Jap news......... 12
Protips.......... 68
Prohelp.......... 74
Protest.......... 76
Readers' Ads..... 78
Back Issues...... 80
Subscriptions.... 81
Next Month....... 82

100% Games!

Saturn

Casper............14
Sega Rally........16
FIFA '96..........28
Shellshock........22
Theme Park........26
Rayman............30
Wing Arms.........34
Mansion of the Hidden Souls....38
Amok..............40
Vertigo...........41
Clockwork Knight 2........48
Bug!..............52
Virtua Fighter Remix..........56
Street Fighter: The Movie.......58
Race Drivin'......60
Slam Dunk.........61
Myst..............63
Virtual Volleyball........64

32X

FIFA..............19
Spot Goes to Hollywood.......24
Heavy Machinery 42
X-Men.............43

Mega Drive

FIFA '96..........20
Vectorman.........28
Premier Manager.........32
Marsupilami.......36
Super Skidmarks 39
Primal Rage.......50
Comix Zone........54
Aero the Acrobat 2........62

Arcade

Sega Rally........47
Indy 500..........46
Rail Chase 2......47
Virtua Fighter Remix..........47
Virtua Striker....47
Cool Riders...46/65

Front

Firing the bullets of truth!

Just take a quick look through this issue of Sega Pro — we're full to the seams with top quality stuff. Have you ever seen a fat woman in a pair of skimpy pants? That's us! There's just been so much going on for all the Sega formats that I've found it difficult to fit in all the games I wanted to. Just when you think the mag's looking the best you can possibly make it, something else comes along and you have to move everything around! It gets on Nick the designer's nerves, but hey — that's part of the fun!

I'll have to go now. For all the effort we've put in over the summer months we've been blessed with a boat trip around Bournemouth bay, and I promised Pilky he'd be 'man overboard' if he didn't get next issue's tips to me before the end of the day. Needless to say — he didn't. It's ducking time!

Have fun!

Nick Roberts
Editor



Disney deal!

You may have read a few months back that Disney Software were working on a bunch of new releases for all Sega formats. Well since then the games have been passed from company to company, spending some time with Virgin and finally ending up with Sega themselves.





Now the boys at Sega HQ are getting ready to show off three new titles for Mega Drive. *Pinnochio*, *Gargoyles* and *Pocahontas* are major Disney licences and the games look fantastic. *Pinnochio* is a platform game (surprise, surprise) with the little wooden lad leaping around in a similar style to Sony Imagesoft's *Mickey Mania*.



The brilliance of *The Lion King* should be repeated with *Pocahontas* starring the girl with the dodgy nose and *Gargoyles* will be full of scary fun. Watch out for more on these great releases on these hallowed pages soon

Never... forget where we're coming from!

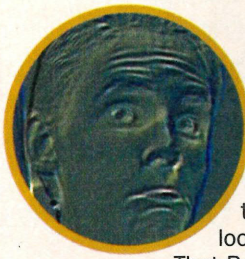
Nick Roberts



Nick's been very sweet smelling this month. What with taking delivery of a consignment of Sonic air fresheners and discovering a great new deodorant called *Bond 007* he smells like a flamin' girls' lavvy! Ponce.

Game of the month: Race Drivin'

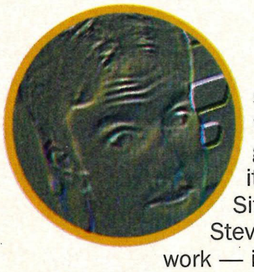
Mark Pilkington



Wait a minute! No-one's been here this issue. Pilky disappeared on holiday a couple of times, and reappeared looking like a boiled beetroot. That Bournemouth sun is lethal!

Game of the month: Race Drivin'

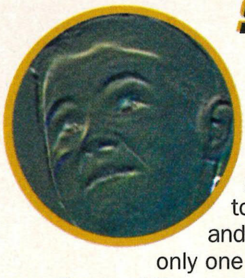
Mat Yeo



After the mad writing session Mat did last issue with his movie feature, the guy from Kidder has taken it a little easier this time. Sitting with his feet up telling Steve what to do isn't really work — is it?

Game of the month: Race Drivin'

Steve Hardy



Ahh, good old Steve. He's really been working his socks off — and leaving the girls alone. Well he had to, with Mat snoozing and Mark away he was the only one left!

Game of the month: Race Drivin'

Dragoon Might

- Konami
- Arcade/Saturn
- Autumn/1996

Dragoons are always mentioned in these pages, you just can't get rid of the things. I've spoken to Rentokil about it but they've never even heard of the problem before. Oh well.

Konami have the same problem, in their new arcade game *Dragoon Might*. It's another fighting job with some of the most impressive scaling and sinister combo moves you've ever seen. The animation is out of this world: really smooth and sexy. As with other Konami arcade monsters, this should find its way onto the Saturn some time in the future. After all, we were the first to have dragoons in the video games world you know!









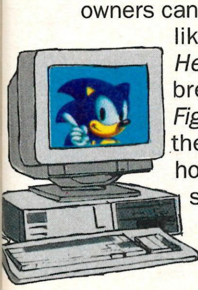
Hand's up baby

I certainly hope these two use Right Guard because Bruno Brooks and Violet Berlin are in for a shock if they don't! They're Leon Kane of Kingston and Edward Callis of Hull, the two winners of the Blockbuster Video World games Championship which took place at Thorpe Park on Acclaim's new blockbuster *Batman Forever*. Congratulations lads!

We had tickets to go but were on deadline — again. Drat, drat and double drat.

Sonic on PC?

Sega are still celebrating after the initial success of the Saturn, but they're not going to stop there, oh no. Now, Sega aim to create a huge entertainment business for PC CD-ROM. In other words, PC owners can expect to see games like *Sonic The Hedgehog* and the breathtaking *Virtua Fighter 2* appearing for their machines. This, however, is not definite so don't hold your breath. We reckon it would be a pretty good idea though.



Power Rangers: The Movie

- Sega
- Mega Drive
- October

As if having to put up with a dodgy movie wasn't enough, Sega have gone and encouraged the Power Rangers by producing a game of their latest adventures.

This is actually a hell of a lot better than the dodgy effort on the Mega-CD though. The grainy FMV has been dumped and in it's place is a 2D, side scrolling beat-'em-up. It's all nicely presented, with plenty of movie references and storylines zipping around all over the place.

All the Power Rangers are here to be chosen, except for the special brown one that we spotted on a pack of Power Rangers freeze pops! Hmm, he must have been cola flavoured!

A proper preview will be on these very pages (or some a bit later in the mag) next issue so beware!





Raunchy Rumours

What a dark and dismal place Raunchy Rumours is this month. There's plenty of wheelin' and dealin', saucy goings-on and even some games news. Let's dive in...

Capcom have confirmed that they've teamed up with RPG developers White Wolf. The first fruit of their labours will be based on the world of darkness gaming system and entitled *Werewolf: The Apocalypse* for the Saturn. Expect a late '96 release...

In other Capcom news, they also have *D&D: Tower of Doom* in development. Looking surprisingly like a *Golden Axe* game, *Tower of Doom* is set to be a unique RPG/combat effort packed with spells, strategy and scorching visuals. At least that's what I've been told...

Arcade aces Namco have been hard at work on loads of new coin-ops including the sequel to *Ridge Racer*. *Rave Racer* is set to feature three all-new tracks as well as slicker visuals courtesy of the Super System 22 graphics board tucked inside the cabinet. Namco's other title is *Cyber Cycles*, a sort of cross between *Suzuka 8 Hours* and *Ridge Racer*. Up to four players may compete in some high speed head-to-head bike racing with bikes mounted on computer-controlled hydraulic columns. Visually this looks great but will it be top racer? Hmm...

Taito aren't just known for their shoot-'em-ups. Well, actually they are, but that could be about to change when they release their own footy game early next year. *Hat Trick Hero* is being produced for the Saturn and should whet the appetite of all you Gazza wannabes...

SCI have a few impressive products in the pipeline including a rendered action/fighting game entitled *XS: Shields Up-Fight Back*. There's also the fantasy based adventure, *Kingdom O' Magic* on the way. Both are Saturn bound...

Acclaim are producing a Saturn game based on the forthcoming New Line Cinema movie, *The Crow 2*. Hold on though, didn't he die in the first film. Oh, well...

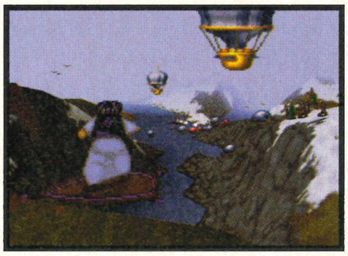
Shiny Entertainment have lost a few of their top artists and designers. Lead by Doug TenNapel, they've formed a new video game development company, Never Hood. They're such a hot property that Steven Spielberg's Dreamworks company has already snapped them up!

Frontline Sega Pro News

The best of Bullfrog



One of the most outstanding development companies of recent years has to be Surrey based Bullfrog. That is confirmed by standing in their meeting room and wowing at the walls crammed with awards. Well two of their top PC titles are about to be converted onto the Saturn!



Magic Carpet and *Hi-Octane* were instant hits when they came out on the PC CD-ROM. Pushing the boundaries of texture mapping and speed back once more.

For those of you who aren't in the know, *Magic Carpet* is an amazing flying game with smooth realistic graphics, some of the best ever done in fact. It's extremely playable and will doubtless be a huge hit on the Saturn.

Hi-Octane is likewise a gorgeous racing game that uses some of the most impressive texture mapping around. We await both releases with intense excitement at Sega Pro, and we'll keep you informed of any updates on these two hot games.

Magic Knight

- Sega
- Saturn
- May





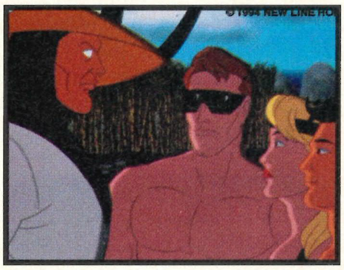


Those Japanese are mad about their role playing games and so it wasn't going to be long before the Saturn was swamped with the things. The latest one to crop up is a promising adventure called *Magic Knight*.

Okay, so it looks very much like the classic *The Legend of Zelda* series from the Super Nintendo, but never hold that against it! Locations are really detailed with some fantastic visual effects like drifting fog and rippling water. The great thing about a 32-bit gaming console is that games like this can really come to life with atmospheric sound tracks and special effects direct from the CD. We can't wait to play this one.

Cartoon Kombat!





Those saucy sinbads from the Kombat corner are about to make it big in cartoon world (don't worry, it's just getting late). Paddington Bear, Mr Ben and those highly professional birds from Pigeon Street had better be on their guard because the *Mortal Kombat* animated series means business!

Based around the characters Johnny Cage, Sonja Blade and Liu Kang it's a clever mixture of traditional animation and computer generated images. It follows these fellows as they return to the mystic combat arena high on a mountain side, under the guidance of Raiden. Here they will fight Goro and Shang Tsung once more.

You won't get to see any of this on TV though, it's going straight to video and should be in the import shops by the time you read this! Maybe Mr Ben's got nothing to worry about after all!

Who shot Mr Burns?

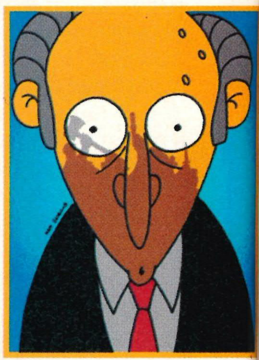
If you're a regular viewer of Sky TV's one and only decent programme, *The Simpsons* then you'll already know about the cliff-hanger they left the last series on: Who shot Mr Burns?

Well the new season starts in September and Chief Wiggam is already on the case to find the culprit. Those normally friendly Springfield folk are up in arms, and no-one is beyond suspicion, even baby Maggie! Over in the States they've been running a special hotline number for people to call in with guesses, a correct guess gains them free entry to a prize draw for exclusive Simpsons merchandise.



Over here we'll just have to make do with a brilliant new set of episodes to watch. Oh, if only I had a satellite dish. Sky TV, if you're reading this and like the plug send the dish and decoder to Nick Roberts at the usual Sega Pro address. Doh!





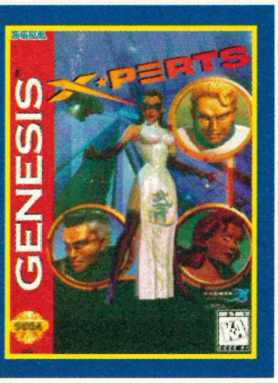
X•Perts

- Sega
- 32X
- TBA

If you fancied Shadow, the ninja out of *Eternal Champions*, then you're going to be queuing around the corner when Sega come out with *X•Perts* for 32X.

It stars that very saucy lady and lots of gorgeously rendered visuals that promise to be some of the best looking graphics you've ever seen on a Mega Drive based console.

More when we get it!



Spiderman

- Sega
- 32X
- TBA

Yes Spidey fans! You're favourite super hero is coming back to the Mega Drive in the disguise of a 32X game. Sega have been working on a platform/beat-'em-up (oh no, not again) for the machine for a while now and we can exclusively reveal that the webbed wonder is the star.

Precise details are sketchy at the moment but you can bet that old Peter Parker will come up against many of his old enemies in the game, and the animation will come direct from the storyboards of Marvel.

For now you'll have to make do with this snazzy looking packaging shot — ooo, very nice!



Get in training!

To launch the brilliant *Virtua Fighter* on 32X in the States Sega have come up with a special training pack to introduce players to the hit arcade conversion. The pack includes a certificate for $20 off on the 32X *Virtua Fighter* game cartridge, the *Virtua Fighter Special Training* video tape showing how to pull off the moves for each character, special hints, an exclusive *Virtua Fighter* T-shirt and a *Virtua Fighter* sweepstakes entry form that can be used to enter a competition to win an actual *Virtua Fighter* arcade cabinet! Wow, come on Sega UK. Where are our packs?





Game Gear games spotted!



Don't faint, it's true! We spotted some new games for Sega's little hand held console this month but couldn't get screenshots of them in time for full reviews. These tasty morsels were: Super Return of the Jedi, Fifa '96, PGA European Championship and John Madden '96 all from those great people at T•HQ. If they come up with pics for next issue you can bet we'll do something a bit better than this measly news piece!

Get fresh!

Do you smell? Are your feet the equivalent of a hot day in a cheese factory? Then you need to get yourself a Sonic the Hedgehog air freshener! These little devils are really smelly and we've got 24 of them to give away to lucky readers!

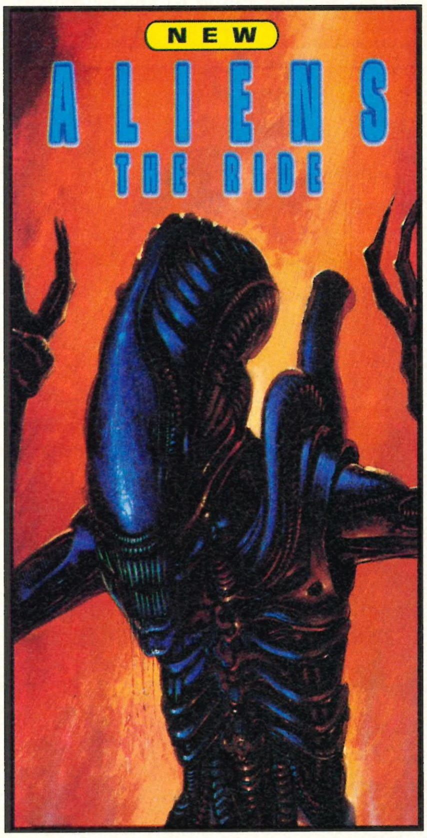
They come in an attractive blue and red design with the little star sat inside a shiny racing car waiting for the off. To release the wonderful summer meadows (or is it choking chemicals) fragrance all you have to do is give it a twist. This opens up the vents underneath and lets the niffs flow!

To win yourself one of these widgets just send your best joke to us on a postcard or the back of a sealed down envelope. The ones that make the whole Sega Pro team wet themselves will win their writer an air freshener!

Send your entries to: **I smell compo, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS**.



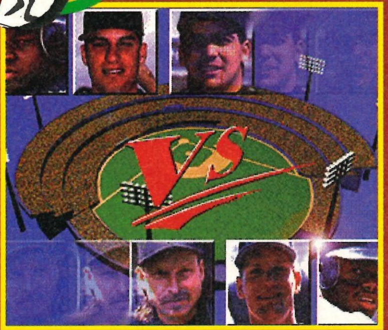
Aliens abound!

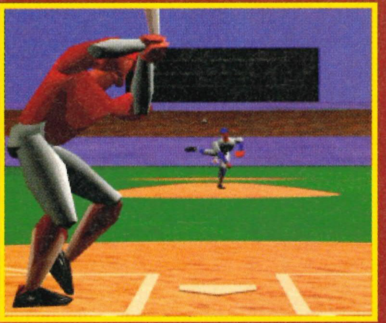


If being placed in a darkened room and having the living daylights scared out of you is your idea of fun then take a look at what *The American Adventure* Theme Park have cooked up. Their stunning new attraction, *Aliens: The Ride* is based on the massively popular sci-fi trilogy and features state-of-the-art motion master special effects.

Upon entering the theatre, the unsuspecting victims take their seats for a journey through a high-tech spacecraft. Lurking within are the aliens themselves. Computerised seats make this next generation simulator ride one of a kind. Will you make it out alive? For further info contact The American Adventure Theme Park 24 hour information hotline on 01773 769931.

MLBPA Baseball



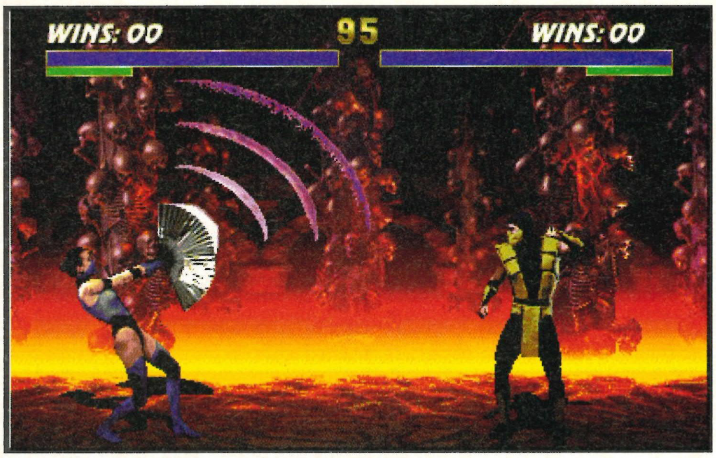


- Konami
- Saturn
- Spring 1996

Those kings of the sports game Konami are at it again, creating their magic on consoles all over the world (yeuch — Nick!). After a bit of a flop with *Konami Baseball* (putting the Homepride men in each team wasn't a good idea) they're having another go at the sport with *MLBPA Baseball*.

Features tucked neatly into the CD include full 3D texture mapped polygon graphics and a real time play by play announcer. He wibbles on all the time you play, but rest assured he can be switched off at the touch of a button.

More as we get it.



More Mortal

As if the thought of home versions of *Mortal Kombat 3* wasn't enough, Midway are promising even bigger things for their coin-op hit. You're probably aware that the arcade game is due to be upgraded this September but what new features will appear?

Sega Pro cuts through the myths and gives you the facts! There will be five new selectable characters, bumping the total number of fighters up to a whopping 20 with regular characters being given at least one new fatality. Fan favourites returning include Scorpion, Reptile, Kitana and Jade. The final character is set to be Ermac, based on a glitch that appeared in early versions of MK1. Four new backgrounds are also available including Hell complete with lava and skull encrusted columns. Gamers can also expect more Kombat Kodes as well as a ton of other sneaky secrets. Expect the upgrade to have the title *Ultra MK3* or *MK3 Extreme*.



It's not yet known whether the Saturn version of *Mortal Kombat 3* will feature the upgrade improvements but Eurocom are busy beavering away on this conversion in time for an April release.

Cheats always prosper!

No sooner had Sega got their new machine into the shops than Datel Electronics had ripped it apart and created a version of their famous Action Replay and Universal Adapter for it!



The Universal Adapter will allow any Saturn (American, Japanese or English) to play any game from the latest official release to the new import straight off the boat. This comes in very handy, especially for magazines that need to play as many Saturn games as they can get. These little babies cost £39.99 and should be available from most high street stores.

Of course the Action Replay is a different kettle of fish altogether. This plug-in cartridge does everything the Universal Adapter does, but also allows you to search through the data in your new game and find cheats. Infinite lives, ammo or dragoons — it's all there to be discovered! An Action Replay will set you back £54.99.

You you're finding it difficult getting hold of either of these neat gadgets then give Datel a call on 01782 7444707 or alternatively phone The Video Game Centre on 01202 527314.



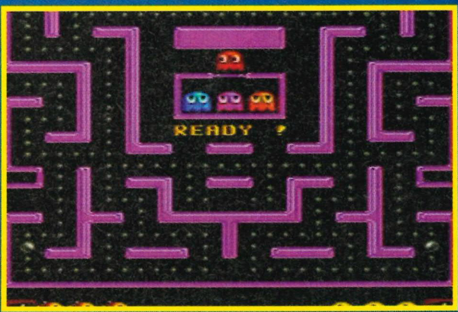
Ms Pacman



- Time Warner Interactive
- Mega Drive
- Out now

When programmers have a spare five minutes in their lunch break they program games like *Ms Pacman* for the Mega Drive! Yes, this is the bog standard simple game we were all playing in discos and chip shops back in the early eighties — and you'll be pleased to know this is an arcade perfect conversion! Lots of tiny sprites, including Ms Pacman and her famous bow (that's how you tell her apart from Pacman you know, although only they know the main difference) and the same old 'chase me around eating power pills and scoffing ghosts' gameplay.

We thought it wouldn't be fair to review this game along side some of the amazing Mega Drive releases this month (just take a look at *Vectorman!*), but if you want to buy it for nostalgia value it'll be in the shops at a knock down price. Nice one Time Warner!



Apology Time

Whoops! We all make mistakes but we're not too big to admit them. In last issue's Summer Movie Madness feature we credited Boxtree Books with supplying copies of the Judge Dredd Audio Novelisation as prizes. The credit should have gone to Castle Communications who can be contacted on 0181 974 1021.

Go figure!

Fans of Shiny Entertainment's top worm hero will be pleased to learn that there's a range of toys planned for release in the next few months. Hoping to cash in on the success of the cartoon series and console sequel, Playmates are aiming to fill your Christmas stockings with all things Jim related.

The line includes the following: Earthworm Jim, Princess What's-Her-Name, EWJ in Deep-Sea Mission Suit, EWJ with Battle Damage, Clutch, Peter Puppy, Professor Monkey-for-a-Head, Hench Rat with Evil the Cat, Bob & # 4 and the villainous Psycrow. Accessories will include a Jim Cycle, Jim's Pocket Rocket and (our personal favourite) a full-size version of Jim's Plasma Blaster!



Suikoenbu

- Data East
- Saturn
- TBA



How the heck do you pronounce that then? Some of these software companies must be taking the pi... picklets! This is the catchy title of Data East's latest arcade extravaganza. It's designed for Sega's new ST-V arcade hardware and is a fighting game in the traditional mould, along the lines of SNK's *Samurai Shodown*. Lots of detailed backgrounds, manic moves and plenty of panning and zooming around the screen is the order of the day. Fighting fans will scream for joy as soon as they see it! The great thing about a release on Sega's ST-V hardware is that it has an almost identical chipset to the Saturn. This means we should see an arcade perfect conversion in no time at all — yippee do!





Charts

SATURN IMPORT

1	Bug!	Sega
2	Virtua Fighter Remix	Sega
3	Clockwork Knight 2	Sega
4	Daytona USA	Sega
5	Panzer Dragoon	Sega
6	Pebble Beach Golf	Sega
7	Shin Shinobi Den	Sega
8	Victory Goal	Sega
9	Clockwork Knight	Sega
10	Myst	Sunsoft

Thanks to The Video Game Centre. Tel: 01202 527314.

MEGA DRIVE

1	Brian Lara Cricket	Codemasters
2	Theme Park	Electronic Arts
3	FIFA Soccer '95	Electronic Arts
4	PGA Tour Golf 3	Electronic Arts
5	Pete Sampras '96	Codemasters
6	Street Racer	UbiSoft
7	Rise of the Robots	Acclaim
8	Road Rash 3	Electronic Arts
9	Winter Olympics	US Gold
10	NHL '95	Electronic Arts

MEGA-CD

1	Mickey Mania	Sony
2	FIFA International Soccer	EA
3	Brutal: Paws of Fury	Gametek
4	BC Racers	Core Design
5	World Cup USA '94	US Gold
6	Batman Returns	Sega
7	Star Wars Chess	Mindscape
8	Sega Classics	Sega
9	Earthworm Jim	Interplay
10	Tomcat Alley	Sega

GAME GEAR

1	Strider 2	US Gold
2	Micro Machines	Codemasters
3	Sonic Chaos	Sega
4	Winter Olympics	US Gold
5	Sonic 2	Sega
6	Dropzone	Codemasters
7	Asterix & the Secret Mission	Sega
8	Mortal Kombat 2	Acclaim
9	Andre Agassi Tennis	Playtime
10	Cosmic Spacehead	Codemasters



X marks the spot



チ We've reviewed Capcom's first Saturn offering this issue but are more eager to get our hands on this Marvel-ous masterpiece! Based on the stunning coin-op of the same name, *X-Men: Children of the Atom* is a one-on-one *SFII* style beat-'em-up that features massive characters and outrageous special moves taken straight from the hit comic series.



The Saturn conversion is going great guns, with all the fighters in place and only minor tweaking required before its pre-Christmas launch in Japan. *X-Men* features ten playable characters including Cyclops, Wolverine, Storm and Iceman as well as a handful of villains.

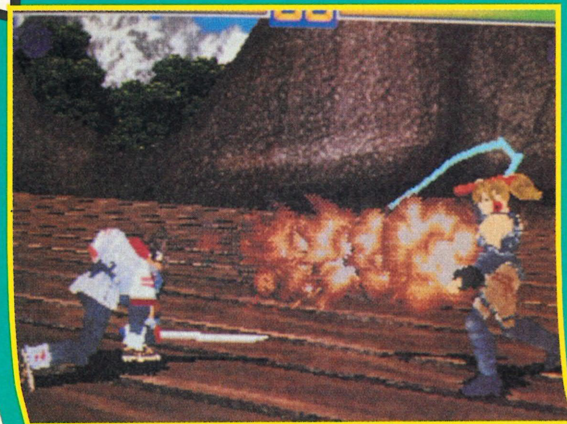
In the special moves department each fighter is capable of unleashing powered up mutant moves guaranteed to drain an opponent's energy. Other neat touches include a handy auto-blocking option, two bosses, super finish KOs, double-screen air jumps, multi-hit combos and even Akuma as a hidden character. We should get our mitts on this tasty treat some time soon so watch this space!







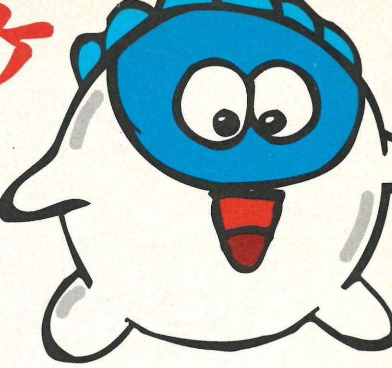
Sega PlayStation?



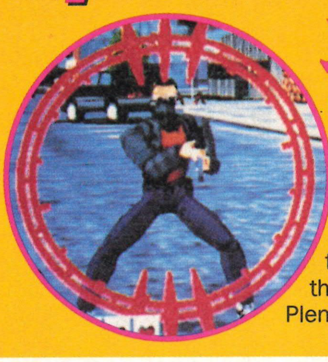
ヌ In a bizarre marketing move, Japanese software company Takara have announced that they'll be producing their top beat-'em-up, *Toh Shin Den*, for the Sega Saturn. As you know this game is currently only available on the PlayStation and is Sony's hopeful *Virtua Fighter* beater. However, Takara have been secretly developing the Saturn version for the past few months and hope to launch the game in Japan before Christmas. It's not yet known whether there'll be any new characters or major changes but we'll keep you posted.



ニクイテケ



Cop a load of this!



エ Yes, it's true! Sega were so surprised at the success of their original polygon coin-op shooter that they're hard at work on the sequel. *Virtua Cop 2* now boasts an extra character in the form of a shapely female cop called Janet Marshall, features loads of new levels and the return of the EVL Corporation. Plenty more pics next ish...



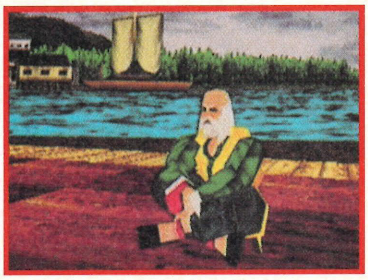
Race leaders

ケ Blimey! Last time I looked it was fighting games and now it's driving games. Yep, the Japanese sure do love their high speed racers as there are a ton of them just parked around the corner.

You all know about the forthcoming *Sega Rally* and *Indy 500* but Sega also have the mightily impressive *Formula 1 Live* for the Saturn. Aiming to be the most realistic racing game on the market, the developers have secured the rights to use the images of some of the world's top drivers. Expect to see Damon Hill and old man Michael Schumacher's mugs popping up on your TV screens real soon. Until then have a gander at this pic and dream...



Virtua Fighter 2 update



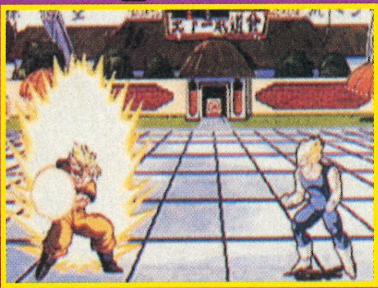


ク I'll keep this short and sweet 'cos I'm running out of room. Basically *VF2* is looking even hotter this month with a further two fighters up and running as well as a host of extras including finished character selection screens and more moves for the existing combatants. Yu Suzuki and his team are well on schedule and have confirmed that *VF2* will be out in December. More next month...



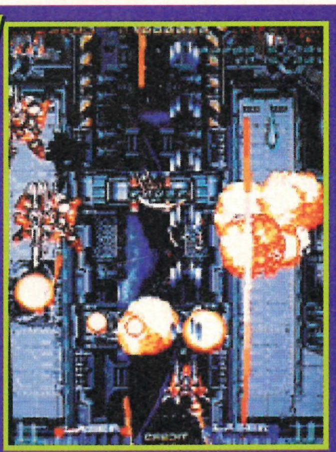


Enter the Dragon



ナ Word reaches us that Bandai are hard at work porting over their decidedly average beat-'em-up *Dragonball Z*, from the PlayStation. Based on the popular Anime series *DBZ* features plenty of colourful manga characters beating the living crud out of each other for no reason whatsoever. Also included is some smooth screen-scaling, the ability to leap miles away from your opponent and even battle in mid-air. More news as we get it...

It's a blast!



キ Shoot-'em-up fans can expect a truck load of top software to wing its way onto the Saturn in the near future. We've already mentioned Taito's new *Gradius* game that's currently in development but that's not all. Also in the works is the stunning *Rayforce*, a game packed with enough firepower to level a small South American country. Details are sketchy at the moment but gamers are promised a supreme treat as your ship is equipped with lock on lasers and state-of-the-art firepower.





Road works

キ Nearing completion is yet another Saturn racer with the working title of *High Velocity*.

We mentioned last month in Raunchy Rumours that the similarities between this game and *Ridge Racer* are fairly obvious but who cares as long as it plays well? So far we're being promised detailed texture-mapped visuals, several cars, lush backgrounds and even up to four players on screen at once. Expect this one to wheel-spin its way to us in September.



Saturn

Preview Exclusive!

Cas

It'll give you

Forget all your 2D platformers, Interplay know what to do with a movie licence. We sent Nick Roberts into the haunted Wipstaff Manor for the night and refused to pay his laundry bill!

Casper is set to become a real landmark in Saturn programming

The friendly ghost named *Casper* started out his life as a comic book character in the forties. Children loved the idea of a cheeky little chappy who would do anything to be their friends. His sickly sweet antics were soon snapped up by the cartoon makers and he became and all singing, all dancing star. The poor little spook never made it very big back then, but he has now with a movie that will blow your mind!

Industrial Light and Magic, the special effects people, produced the most special effects ever created for a film to bring *Casper* and his three gross uncles Stinky, Stretch and Fatso to life. Combining computer generated, transparent ghosts with live actors was no mean feat, but they have achieved it with style.

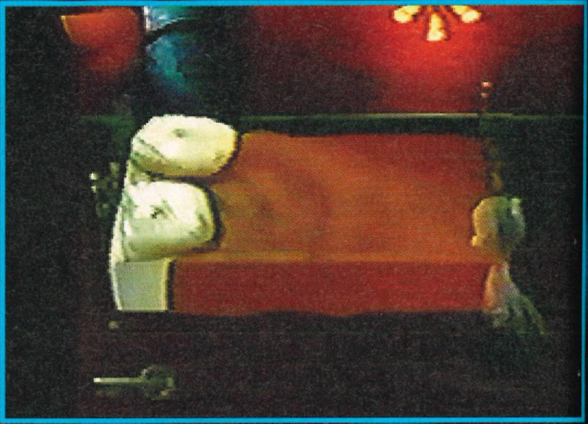
Now it's the turn of Interplay to take the characters and create a playable game around them.

Using the Saturn's impressive colour palette and processing power *Casper* has been successfully converted onto the small video game screen. He is still transparent, and goes through all the great animation sequences that have made the movie so popular.

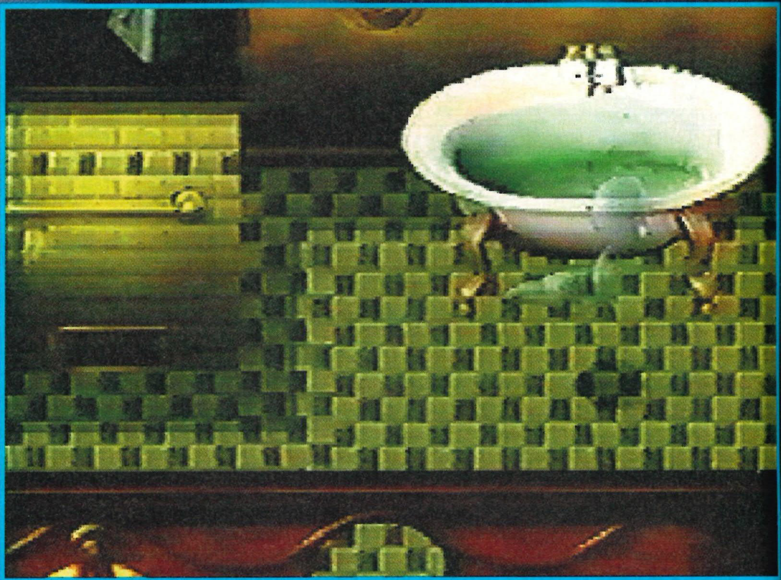
The game takes place inside Wipstaff Manor where Dr James Harvey, an afterlife therapist and his daughter Kat are staying in an attempt to rid the place of the pesky ghosts. Playing *Casper*, the idea is to float around the place, picking up objects, solving puzzles and putting together jigsaw pictures of all the favourite characters of the film.

The main objective is to find all the pieces of the contraption that turns ghosts back into human beings again. Casper's special treasure is also hidden away somewhere (we won't tell you what it is, that would spoil the movie).

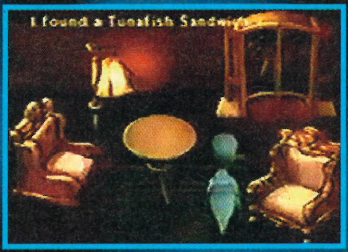
Packed full of detailed locations and boasting some of the most impressive sprites yet seen on a 32-bit console system, Casper is set to become a real landmark in Saturn programming. Have you ever seen a transparent ghost as a main character in a game before? No I didn't think so!



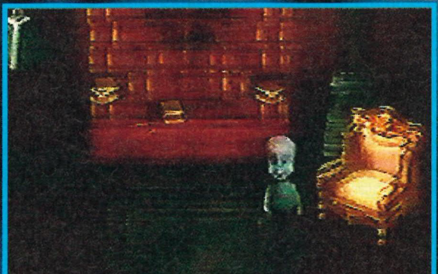
● 'Time for bed said sleepy head, tarry a while said Po, put on the pan said greedy nan, let's sup before we go!'
What the...! If you get bored while roaming around Whistaff Manor you can always take 40 winks!



● Each location around the manor has been beautifully created, right down to the very last detail. If you look closely, that bath has a shampoo stain on it... hold on — that's not shampoo!



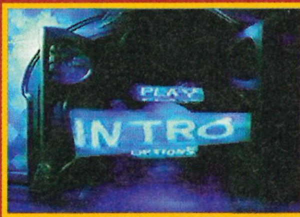
● Hmm, I love the upholstery in this ancient house. Those chairs must be Elizabethan if I'm not mistaken.



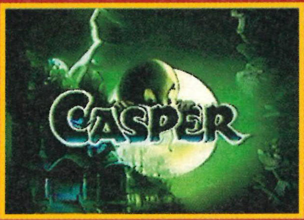
● Look at the cheeky chappy, floating there as loud as life — well not as life actually because he's dead!

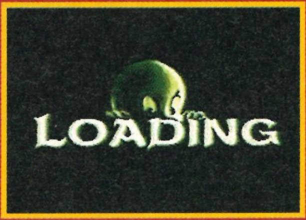
He's everywhere!

With a movie licence like *Casper* to play with Interplay have attempted to get the little chap's face into the game as much as possible. Every piece of presentation or menu is daubed with his mug, just to push the message home. But then, good presentation always adds a few extra percent to a game. Check out some of these cool intro screens...







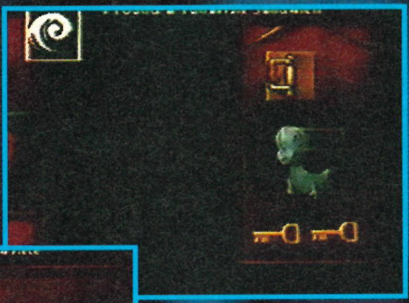


● Interplay ● £TBA
● 1 CD ● Autumn

[Cas]per

the willies!

● Ooo, keys. I wonder what they do? Are there any doors around here that could do with opening?





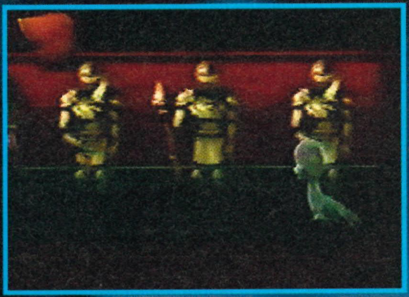
Completion

1st Impressions

Casper should hopefully disprove all theories that movie conversions are poorly planned with no gameplay. What the game has in its favour is the size and complexity of the adventure. It almost takes the form of an RPG and should make a refreshing change from the run-of-the-mill platformers that we expect to see after a hit movie has been released. A lot of thought and planning has gone into this, and although the game concept is simple, it should provide a fair old challenge to both adventure game and Casper fans. Keep your fingers crossed movie game fans!



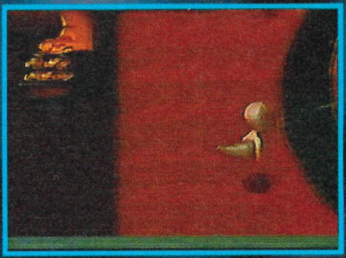
● Fatso, *Casper*'s moaning, fat uncle is just one of the jigsaw puzzles to be pieced together. Hmm, I hope there isn't a piece missing.





● Have you ever played the 'which cup is it under' game? Well this isn't all that different.

● Go *Casper* go! Just look at the detail on the little chap's shadow. I love 32-bit games!



I ain't afraid...

Ghosts eh? Scary stuff! Most spooky films are designed to make you cack your trousers at the first opportunity, *Casper* on the other hand is more of a gentle affair — but you'll wow at the special effects.
The film follows the story of Casper, the ghost of a 12 year-old boy who lives in Wipstaff Manor with his three uncles. A wealthy woman inherits the house from her departed father and along with a friend try to move in. The ghosts have got other ideas though, not happy with being disturbed they soon have them running for mummy!
So in steps Dr Harvey, an afterlife therapist and his daughter to give these ghosts a bit of counselling and persuade them nicely to move. We won't give away too much of the plot but needless to say there's plenty of fun and frolics to be had — with hilarious consequences!

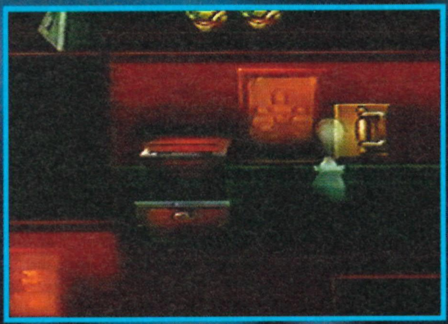






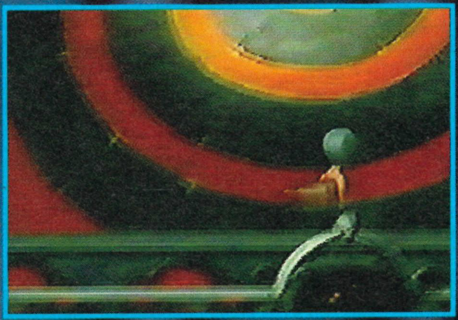






● *Casper* is packed full of things to do. Secret items are hidden in the treasure chests and levers must be pulled to open up secret passageways. But then, you'd think Casper could float through any awkward doors!

● Who on earth chose the carpets for this place — and why haven't they been hoovered for about 100 years? You'd think that even ghosts would want to live in a clean house. But you haven't seen my flat!



Saturn



Preview Diggin' up the dirt... Sega Rally

Out to prove to the world that he is, contrary to popular belief, quite a decent driver, we sent Mark Pilkington out in the company car to get the full low-down on Sega's hottest driving game yet.

Do you remember the first time you saw Star Wars? Your first kiss? Or how about getting served in a pub when you're only fourteen? Well, it's that kind of buzz I had when I got a sneaky-peek at Sega's latest Saturn game — *Sega Rally*.

A straight conversion of the famous arcade game, *Sega Rally* is only 30% complete at the moment. Having said that though, it's already shaping up to be one of the Saturn's all-time great titles. The version I saw only showed snippets from the first two stages, and no actual levels were shown, but what *was* on offer looked arcade perfect. I kid thee not!

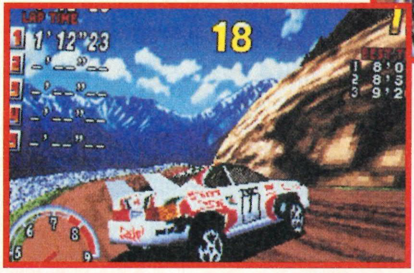
The arcade version is one of our all-time favourites

The arcade version is one of our all-time favourites here at Sega Pro, with the car handling being some of the most realistic we've experienced outside of the real thing! You really DO feel as if you're thundering along a canyon, driving only inches away from the side walls or skidding along over a thick sheet of watery mud, fighting desperately to control your momentum before you end up crashing into a tree. And to cap it all off, there's also a vibrating steering wheel which reacts accordingly to the terrain you're driving over. I've suffered many a wrist burn at the hands of that thing! Somehow, I don't think we'll see that last one make it onto the final Saturn version...

Even though the arcade original was programmed by AM3, the home conversion is being handled by Yu Suzuki (very famous geezer who created the AM2 hits *Out Run* and *Virtua Fighter*, amongst others). He claims to be able to match the coin-op's graphics and speed, whilst at the same time keeping the CD access time as short as possible. All three courses also promise to make it through, plus a possible mirror mode.

So, the question we ask with baited breath has to be... will it be any good? I'm afraid we'll have to wait until Christmas before we find out the answer to that!





● Aren't cars supposed to drive forwards, not sideways. Well, with Mark P at the wheel anything is possible!



● The scenery is looking a little pixelated, but when it's all zooming past at a fair rate of knots you really won't notice. The detail on the cars is looking smart though — arcade perfect?



● Sega ● £TBA
● 1 CD ● Christmas

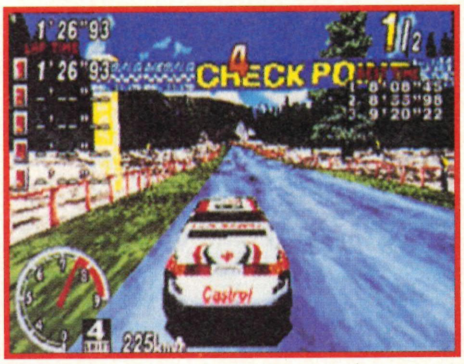
Completion

1st Impressions

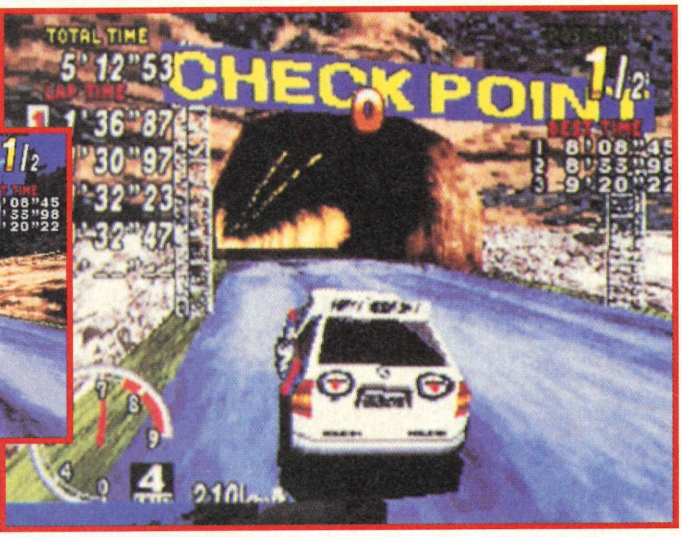
Sega are starting to get to grips with the Saturn's hardware, so some quality software cannot be far behind. From what we've seen of the game this is virtually arcade perfect in terms of visuals, so with any luck the gameplay should match up favourably as well. The game's programmer, Yu Suzuki, knows a thing or two about producing top-notch games (*Out Run, Thunder Blade, Turbo Out Run, Virtua Fighter, Virtua Racing* and *Daytona USA* amongst others), so hopefully he will be able to add *Sega Rally* Saturn to that roll of honour... Keep your fingers crossed!



● If you've ever played the arcade version of *Sega Rally* you'll know what a top game it really is. All the excitement and addiction should transfer to the Saturn version.



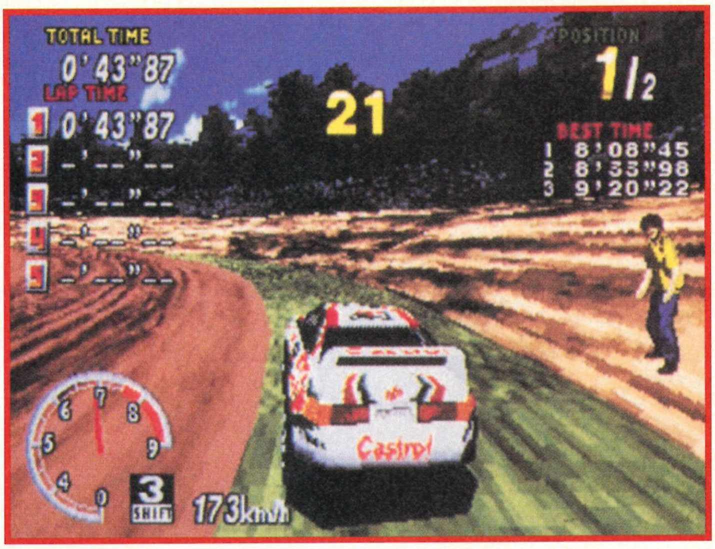
● 'CHECK POINT'! Doesn't that phrase bring back memories for you? If you've ever played any of Sega's previous racing games like *Out Run* or *Enduro Racer* it should!





● All the thrills and spills of rally driving have been captured perfectly in this game. *Sega Rally* should blow *Daytona USA* away!

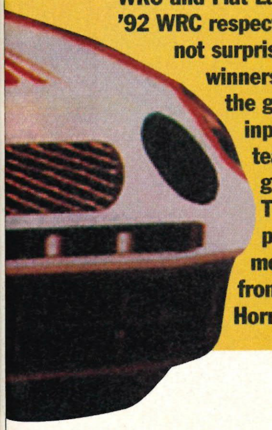
● Cars. Don't you just love 'em? They're like... big steel boxes that take you where you want to go without having to exhaust yourself — amazing things!





● Out of the way you fool! These rally cars aren't worried about who they knock over to win the race you know — you'll get your toes squished!

...m Machines!

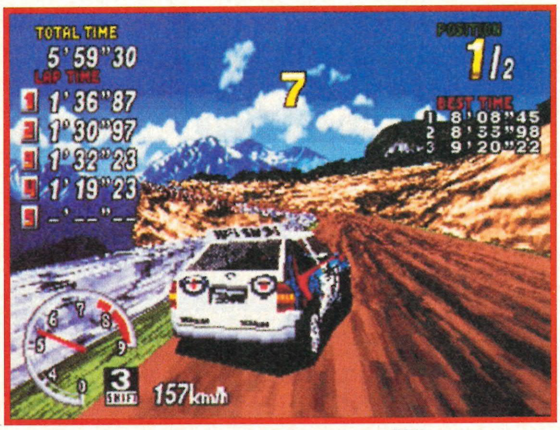


Two real World Rally Championship team cars have been included in this game: the Toyota Celica GT-Four WRC and Fiat Lancia Delta Integrale '92 WRC respectfully. Both cars are, not surprisingly, championship winners and the realism in the game comes from the input received from both teams. Quality guaranteed!

The Saturn *Sega Rally* promises to have even more cars to choose from, including the Hornet from *Daytona*!



● A small stone wall is all that lies between you and a field full of unsuspecting sheep — it's kebab time!



FIFA '96

It's kickin'!

Those top guys and gals at Electronic Arts have gone FIFA mad! With a Saturn version, a new Mega Drive game plus a 32X conversion of the 3DO spectacular Steve Hardy has got his work cut out!

FIFA caused a storm when released on the Mega Drive, and the new updated Saturn version looks set to become even more successful. Let's keep things simple: everything that you could want from a footy game is here. 32-bit technology has allowed for enhanced gameplay, stunning graphics and more 'intelligent' players!

Everything has been improved, right down to the shouts and chants of the crowds. There are now more camera angles to view the match from, and more options than ever before. Thanks to the new Virtual Stadium technology, the game can be played from varying viewpoints around the ground. Create a league, or handle the abilities and formations of your team (of which there are over 300 to choose from). The players react to these different strategies, so with the right technique it's possible to create a team of super intelligent players! This must surely be one of the most outstanding points in the game. In fact, every one of the teams has been characterised to match its real life counterpart. In other words, the Brazilian team are agile whilst the German team has some good defenders.

Every aspect of football has been covered, right down to some high quality CD sound, including commentary from the 'voice of football' himself, John Motson, and most importantly, some smooth but fast gameplay. EA have done everything to make this as realistic a sim as possible. Even at this stage, *FIFA Soccer '96* doesn't look as though it will disappoint us and should turn out to be a huge hit for the Saturn.

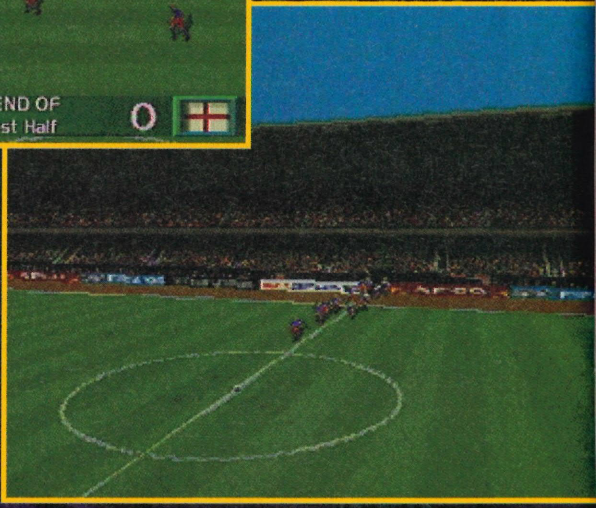
Everything you could want from a footy game is here.



● Right: Here is the overall view of the pitch which rotates, scales and zooms in. Technology — aint it just great?



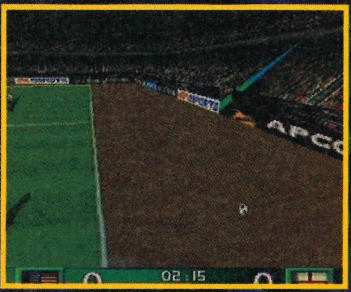
● Left: End of the first half and the scores are still nil-nil. Perhaps our team was not as super as we thought. Come on, sort yourselves out lads, there're some orange pieces in it for you.



● Right: one of the many views of the pitch. Just look and drool over the fantastic attention to detail, right down to the packed out stadium and even the adverts around the side! All we need now is Desmond Lynam.



● The whistle blows and it's a great kick off! Will the wonderboys come up with the goods again?





● A rather smart shot of the team's formation, with the old onion bag just in sight. Note the scoreboard at the top, too.



From wireframe to winger

The process of turning real life footballers into computer graphics is a complex one, especially when you want them to look convincing. Electronic Arts and EA Sports have gone to a lot of trouble with *FIFA Soccer '96* to make sure it has to most realistic soccer stars to ever hit a console.

In these two sequences you can see the graphic process from wireframe model created by using motion capture on real footballers to the finished, texture mapped sprite. Wow, isn't modern technology great?





● EA Sports ● £TBA ● 1 CD ● Winter

Completion

1st Impressions

There's just so much to say about *FIFA '96* but so little space! This looks like being the absolute pinnacle of football games and retains all the playability of the previous FIFA conversions whilst introducing new features: better sound and gameplay that's so smooth and varied it'll knock your socks off. Football fans will hopefully be gagging to play this. It's actually a combination of *FIFA* on the Mega Drive and the 3DO, and seeing as they were and still are brilliantly playable games, we could be in for a rare treat.



● Yes, and he's going in for a tackle but the ball is nowhere in sight as the other players frantically search for it! With a track record like that of EA Sports you are pretty much guaranteed a top quality soccer game on Saturn, Mega Drive and 32X.





● Right: Yet another shot of the goal, but it's the wrong way round! Who took these screenshots? I don't know where the goalie has got to either.



● This is one of the best camera angles because it gives a clear overall view of where the players are and what they are doing. Man on! Go on my son! And all the other football jargon we know and love.



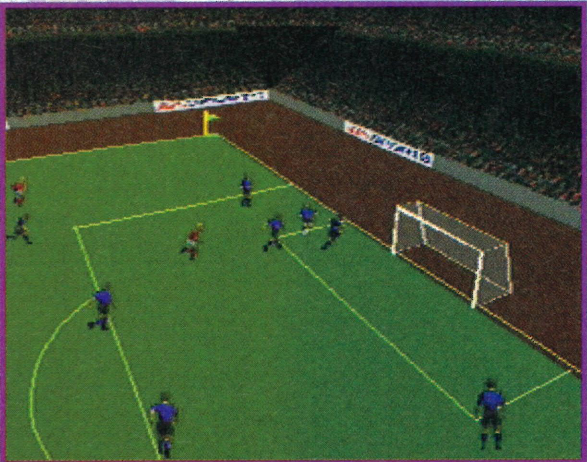
FIFA

It's a football fiesta at the moment, what with new versions of FIFA appearing on the Saturn and Mega Drive. However, all of you 32X owners need not worry because FIFA is heading for your machine too! The 32X is again getting a decent wave of software, and *FIFA* should hopefully be as impressive as some of the upcoming 32X titles, such as *Kolibri* and *Virtua Fighter*. From what we've seen of the screenshots, this is going to be one heck of a playable game that should put a bit of vitality back into the flagging 32X market.



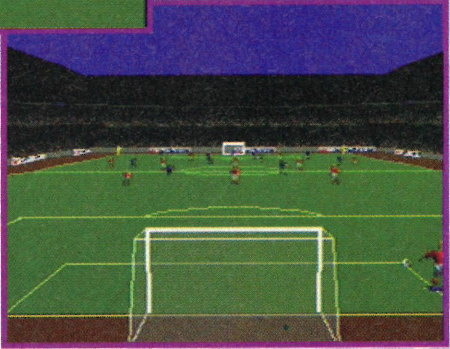
● Just look at the angles on this compared to the original FIFA — wunderbar!







● Here is one of the many option screens.Place your men wisely.



● Look, this is the rather stylish view that greets you during a goal kick. Boot it nice and high now and you just might score.



● Left: Erm, it's yet another options screen, and yes it does allow you to monitor team formations. Exciting stuff eh?



Mega Drive

Preview

FIFA '96

● EA Sports ● £TBA
● 1 CD ● Winter

Completion

1st Impressions

Absolutely everything that a football fan could want is in *FIFA '96*, including multiple viewing angles instead of the diagonal perspective that the other games had. There will be more teams with their own tactics, and endless options to create the perfect team and play the perfect match. At the moment, we reckon this could be a smash hit on the Mega Drive. But, as I said earlier, surely there can't be any more updated versions after this one. EA seem to have covered every option possible. In the meantime, we're really looking forward to this and it should live up to all our expectations!

In my opinion *FIFA '95* was, and still is, the best football game on Sega's 16-bit system. It scored a very healthy 95% in our exclusive review, and blew away all other footy games with better animation, countless features and some of the most addictive and realistic gameplay around.

We never thought it would happen, but yet another update has arrived. This one is looking even better than its prequel, but will it just be the same game with one or two features thrown in? After all, just how many versions or sequels of *FIFA* can Electronic Arts keep churning out before we all feel we're being ripped off at £50 for a few extras here and there?

Never fear, readers, because Sega Pro are sure that this isn't going to be a disappointment, but in fact a real success. Each time a new version of FIFA is released, new and better features are introduced which can only mean that the gameplay will be improved. And lets face it, the original FIFA was pretty top notch in the playability stakes. So, take a good look at what could be one of the most playable games for the Mega Drive, ever! Watch out for a top quality review soon.



● A new game for the Mega Drive — but what more can they add to what was already a top notch soccer sensation?





● He goes for goal and the goalie seems to have already dived in the wrong direction! Surely this boy can't lose — unless his legs suddenly fall off or something. We're just football crazy!



● What would a soccer game be without oodles of options screens to drool over and customise to your hearts' content. *FIFA '96* has a whole bucket load of them!



● The joypad details which buttons to press for action replays.



● If there's one thing EA are good at it's top quality presentation.





● Surely there can be no more versions of *FIFA* after this one. What more could they cram into *FIFA '97*? But, I suppose they'll find something that they missed out of this game — ho hum!



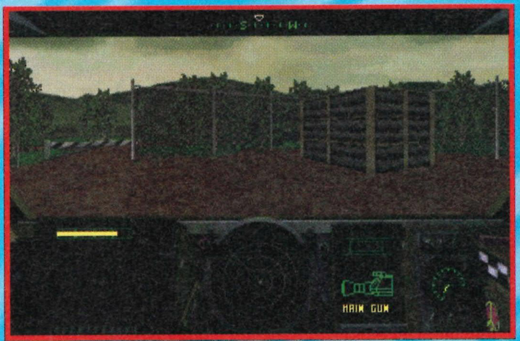
Work In Progress



Drive

Shell

Feared throughout the land for his legendary ability to crash cars, we thought Mark Pilkington couldn't go wrong in a tank. Hmm...



● Main gun armed, all set to go! Now, where are all those small, innocent furry animals when you need them? They've run away? That's not fair! What's the fun in hiring a huge, $100, 000, 000 battle tank out for the day if you haven't got anything to blow up with it? Party poopers!

If there's one thing missing from the Saturn line-up, it's a tank game. Well, until now that is. You see those clever chaps at Core Design have come up with, quite possibly, one of the best 3D blasters ever. Let me tell you more...

If you can imagine the Mega-CD game *Battlecorps* on the Saturn, then you won't be far off what we have here. Take away all the futuristic landscapes, replace them with modern-day warzones and add some old school hip hop soundtracks to the mix and you have *Shellshock*. Sorted!

Being a Saturn game, of course, everything's texture-mapped and extremely fast. The 3D environments really look the part too. Fences, trees and barns look stunningly realistic, and the sense of both anxiety and excitement you get when you spot an enemy tank can't be rivalled. You can almost feel the hairs on the back of your neck rising!

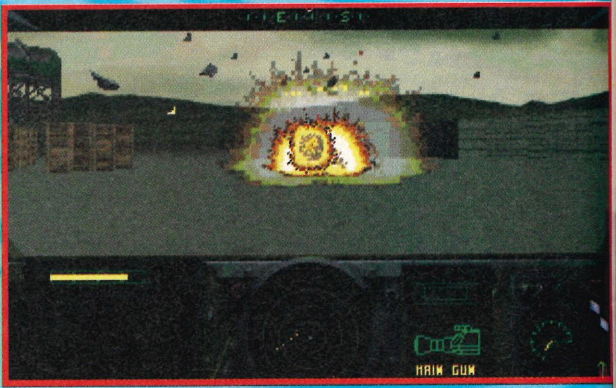
> **The first-person perspective works a treat**

A special mention must go out to the game's soundtrack as well. If you like a bit of hip hop (Beastie Boys, Run DMC, Public Enemy) then you'll love the music in this game. With Martin Iveson and Bar None playing along in the background, you're sure to be in the mood for killing a few metal beasts!

Action-packed right from the word go, *Shellshock* looks set to give the Saturn a real boost when it arrives in October. The scenario is based around a frighteningly realistic story-line (who mentioned Bosnia?), with you playing the part of a rookie in a mercenary tank force called 'Da Wardenz'. The first-person perspective works a treat, and, from what we've seen of it, the gameplay is addictive stuff. This game promises to have plenty of turbo-charged fire-power... and then some! Know what I mean?!



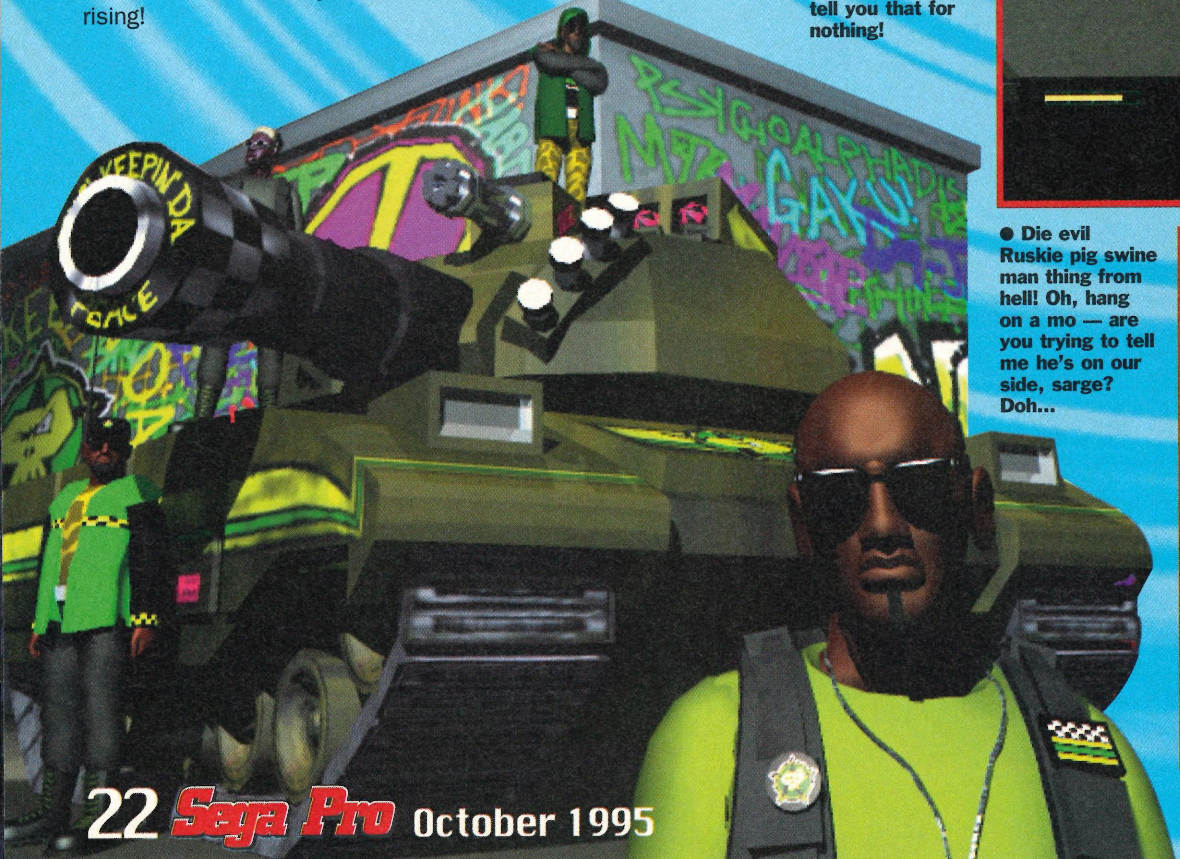
● Okay, take it easy now... we've almost got him. After tracking his whereabouts for weeks, stalking him though just about every condition conceivable and closely monitoring him on radar, the last thing we want is to lose him now. Someone tell him he forgot his dinner!



● BLAM! KAPOW! BADOOM! Ha! That'll be the last time he ever takes the mickey out of my choice of underwear, I'll tell you that for nothing!



● Die evil Ruskie pig swine man thing from hell! Oh, hang on a mo — are you trying to tell me he's on our side, sarge? Doh...

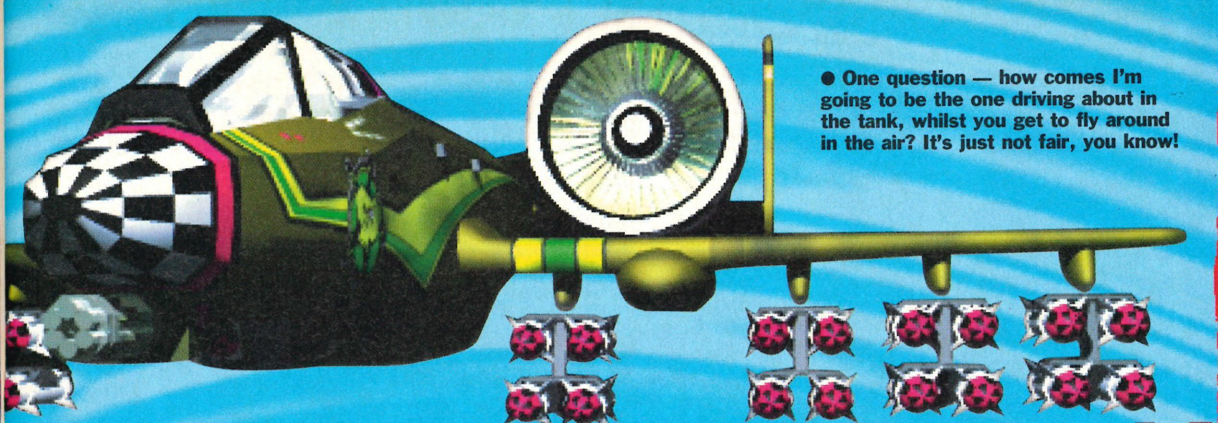


● Core ● £TBA
● 1 CD ● October

Completion

1st Impressions

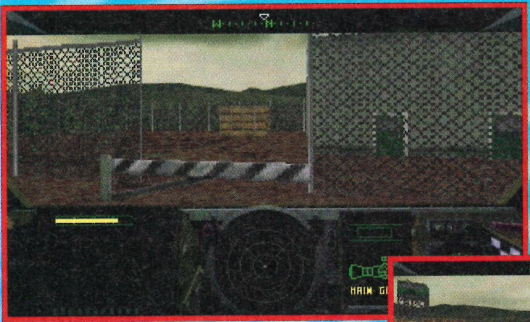
We love a bit of texture-mapped tank action here at Sega Pro, so as you can imagine, this looks to be the game for us! The first-person perspective works really well, and this is one of the few games that we've seen to really show off the real powers of the Saturn.
If the final game is anything like the pre-production version we played, then we should be in for a real treat come October. Top tank topping action, mate!



● One question — how comes I'm going to be the one driving about in the tank, whilst you get to fly around in the air? It's just not fair, you know!

defensively — buy a tank!

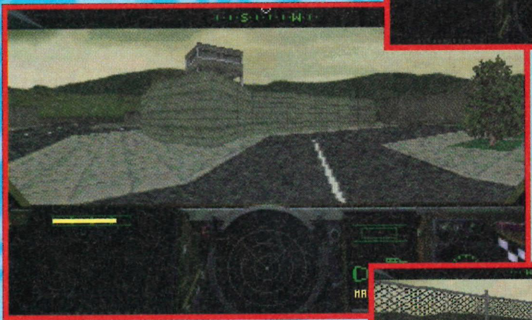
shock



● War! What is it good for?
1. Becoming a national hero.
2. Killing lots of innocent people.
3. Getting a huge pay rise.
4. Being a total git, and getting away with it!



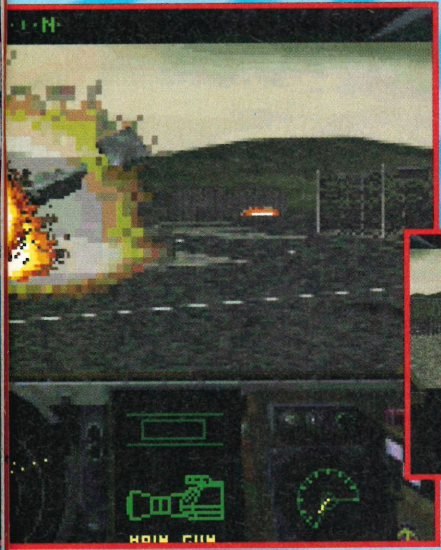
● Doh! If it wasn't for that barrier being in the way, I'd gladly drive into that warzone... shame, really.



● Ah, I see an enemy tank and, best of all, he can't see me! Shall I sound my horn and alert him, or just blow him sky high? Hmm...



● It's the Iron Curtain! Well, it must be — there's the iron armchair and iron bed behind it!

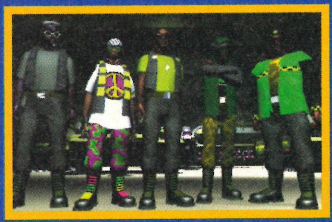




● Ha, ha, ha! Take that, Commie! You're nothing but violent trash! You should've been an American!

Jus' Keepin' Da Peace

Yeah, mate. Sorted. Def. Homeboys. Funky Monkeys. Um... Funky Monkeys? Sorry, I'm not that good at all this East LA 'Dope Talk'. Anyway, as a rookie in Da Wardenz, you'll be working with this ugly bunch of fashion victims...





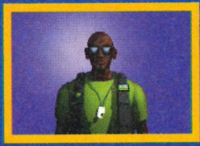
D-Tour

The tank Driver of Da Wardenz, D-Tour is an imposing figure who commands respect. He hasn't made his mind up about you yet, so it's in your best interest to impress him.



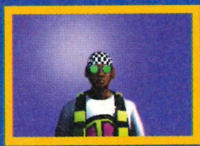
Earshot

This geezer used to work in the Special Forces, but for some strange reason gave it all up to become a mercenary. A cynical, sometimes cruel man, Earshot is a hardware genius.



Dogg-Tag

A well-educated young man, DT is also ex-Special Forces and the team leader. Dogg-Tag is also the only person to know the true identity of The Man...



9-1-1

Loud and lairy in both dress-sense and personality, 9-1-1 is the teams joker. An expert pilot, he's behind Da Wardenz cause 100%



Props

If you need a gun or a rocket launcher, then Props is the man to go to. He can get hold of just about everything under the sun thanks to his long list of contacts. Just don't ask where it all came from!



The Man

Nobody really knows what The Man's true identity is. The brains and money behind Da Wardenz, if it wasn't for this guy they wouldn't even exist.



Clearasil capers in... Spot Ho

Who'd have thought a red dot squeezed between the 7 and the Up in a popular soft drink would make it so big! Nick Roberts travels to Hollywood to hang with the home boys...

Cool Spot is a big star in the States, but has never been very popular over here. 7•Up have used the character to advertise their drink for years now, but in Europe we've had to put up with the annoying Fido Dido instead. The little red blob has since become a big video game star with this new 3D adventure for both Mega Drive and 32X being his forth appearance in console world.

He started out as a counter in a drab puzzle game for the NES, went on to appear in a Game Boy game that become *McDonaldland* over here and then hit it big with *Cool Spot* for all consoles. Developers Eurocom wanted to do something different with the tyke this time so plumbed for a 3D isometric viewpoint and a game that is crammed full of puzzles, nooks and crannies to search and lots of laughs.

This kind of isometric 3D game has never been done on the Mega Drive before

It's all based around the big Hollywood movies of all time with parodies of Star Wars, Aliens and Ghostbusters plus horror, underwater and pirate ship levels. Four worlds with two levels in each are here to be uncovered with the usual end of level bosses to contend with and a good sprinkling of secret levels and power ups like anti-gravity boots, extra lives and, of course, plenty of points. The 32X game has bonus levels which change the gameplay again, in a *Space Harrier* flying style.

This kind of isometric 3D game has never been done on the Mega Drive before. The nearest thing was probably *Desert Strike*, but then that was only really a 2D landscape, this game has a full 3D feeling where Spot can leap from platforms, falling down into whole new sections of the level. Each level map is massive, and most of it is held in memory as one huge play area. With shadows under Spot's feet, shimmering water effects and lots of cool presentation *Spot Goes to Hollywood* is certainly a visually stunning game.

A finished version of this masterpiece should be leaping into our laps for next issue, so we'll show you just how brilliant it is then!

● Don't forget a fresh pair of pants in the haunted house — it's scary!





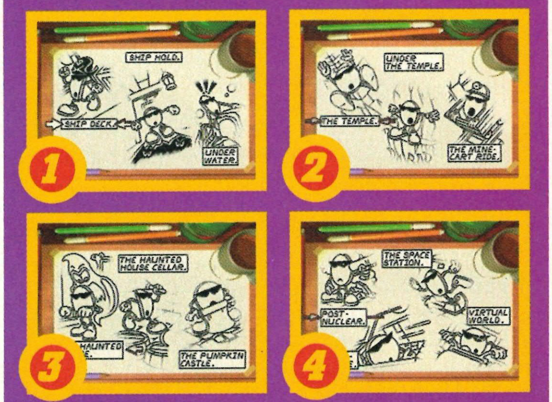
● The *Tron* level wasn't 100% complete when we played the game at Eurocom's headquarters in Derby, but I think you'll agree it's looking pretty darn hot!



● Red walls, oozing fire and spooky skulls. This can only mean one thing — it's a hell level complete with a devil and those long forks they stick up your bum!

Get colouring!

Each world map for the game is made up of line drawings of Spot in various tricky situations. As you complete a level, his line drawing is coloured in to show you've already done that one. Just another example of great presentation in a game, it makes all the difference you know!



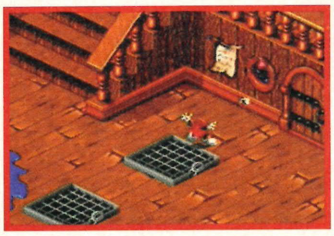
Bonus bonanza!

You lucky, lucky readers! You're the first to see pictures of the bonus games from *Spot Goes to Hollywood* all those lesser previews in other mags couldn't bring you. In the 32X game our little red hero can stumble upon these bonus games where he flies through the sky, collecting red power points and trying to zip through circles. The more he gets, the bigger the chance of getting an extra life or two.

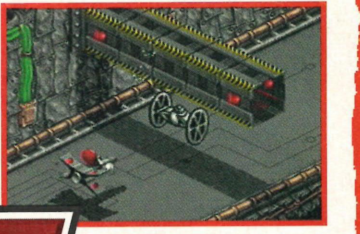




● The pirate ship is a well impressive level. But watch out for the parrot poo — it's 70% acid you know!



● Hmm, I wonder what top class sci-fi film series from the seventies this is a mickey-take of. I wonder if Doctor Who are going to sue?



● Virgin ● £TBA
● 24 Mbit ● October

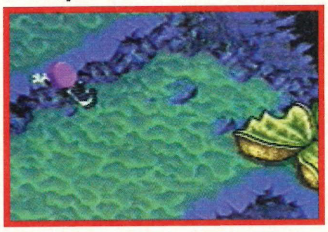
Completion

1st Impressions

The first thing I noticed when I sat down to play *Spot Goes to Hollywood* was how amazing the animation and visual effects Eurocom have incorporated are. The 32X has a few enhancements over the Mega Drive (shadows for our hero and shimmering in the water. Plus some redrawn in-game stuff) but both games are essentially identical with the same number of levels. If you're a platform game fan but are fed up with the recent diet of dodgy film tie-ins then this is going to bowl you over!

Goes To lywood

● It's always the same when I meet someone famous — I just clam up!





● Mirror, mirror on the wall. Who is the reddest of them all? Well, it has to be Red Riding Hood fair, for she wears red underwear!



● Each level is stored in the 32X's memory, so Spot can roam around, dropping from one floor to another without even a flicker!

Time Line



Past: The Jungle Book

▲ Most of the programmers behind Virgin's *The Jungle Book* on the Mega Drive have also worked on *Spot Goes to Hollywood* so expect the same graphic and gameplay quality.



Present: Cool Spot

▲ Shiny Entertainment's Dave Perry was the man behind the original game, and a top notch platformer it was too. You should be able to pick it up quite cheaply these days!

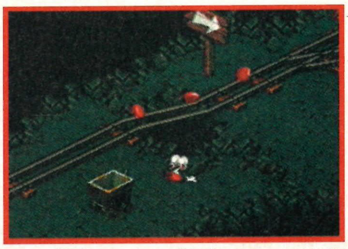


Future: Spot Goes to Hollywood

▲ Spot's new outing, and a first for the Mega Drive 32X behind a 3D isometric platform adventure. With lots of secret room and bonuses to find it'll keep you happy for hours!



● There are plenty of hidden rooms to find, and here's a tip — try looking behind all the fires!





Preview **All the fun of the...**

Theme Park

Everyone's childhood dream is to create their own theme park, isn't it? Or is Nick Roberts just a sad old freak? Hmm, a tricky one that!

One of the most eagerly awaited games of recent years has to be Bullfrog's *Theme Park*. The idea of creating your very own park and having little people to walk around it just blew the minds of the games-playing public. I know I have been addicted to the game since it first appeared on the PC, and now we've got a Saturn version with extra bells and whistles!

All the versions of the game are basically the same. You start out with a small sum of money and must buy rides, shops and people to create your own unique park. Then you open up the gates and charge the little people to come in. They've all got their own personalities and will soon tell you whether they're happy or angry and it's up to you to solve their problems and develop your park.

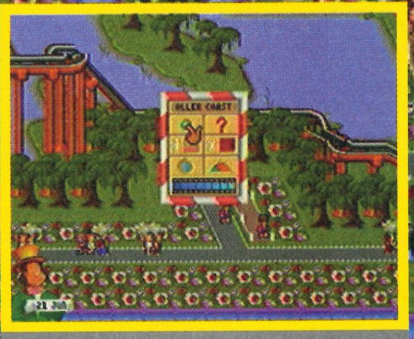
The Saturn game has all this, plus a few trinkets ported straight over from the 3DO and PC CD-ROM versions. Many of the rides now have a film strip option included. Click on this and you're treated to a 3D rendered sequence of a little kid riding on that ride. This really enhances the game and is guaranteed to keep you coming back for more!

Being a real fan of *Theme Park* I can tell you that this is one of the most impressive versions of the game I've played. It's fast, accessible and will captivate you the moment you start playing. Another great product from Bullfrog — roll on October!

this is one of the most impressive versions of the game



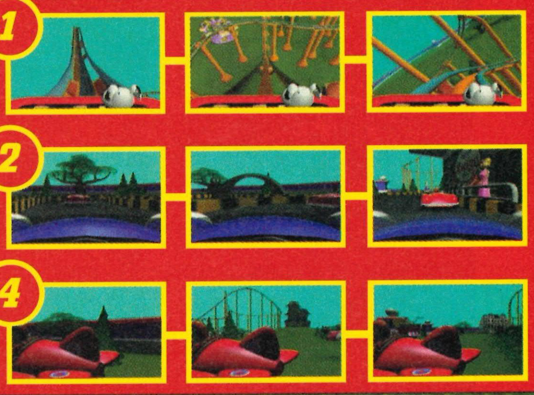
● Burgers, fries, cola? What do you fancy for your tea tonight. Down at the Sega Pro theme park you can scoff the flippin' lot!



● One click on the film strip icon at the bottom of the ride info box and you'll be transported to a 3D wonderland!

Ticket to ride

The joy of playing *Theme Park* on a CD console is that you get to ride on any ride you care to put into your park. Just by clicking on the film strip icon you can sit back and enjoy a fully rendered 3D sequence showing what it would be like if you were in your park! You don't even have to queue for an hour first either!



1

2

4



3

● Bullfrog ● £TBA
● 1 CD ● September

Completion

1st Impressions

The Saturn version of *Theme Park* is pretty similar to any other. The sprites are small, but perfectly detailed, and the sound has all the razzmatazz of your average fairground or park. Anyone who has played the game on another format will know just how addictive it is, and this version has the added attraction of 3D rendered sequences of each ride to enjoy. When this game is released it should simply fly off the shelves. I can't wait!



● A good business deal is always done on a handshake. If he touches that geezer's hand he'll have to pay out 50% more in wages!



● The little people must be kept happy at all times. Happy people mean happy pockets and lots of spending!



● Look at all the wonderful rides the nice people at Bullfrog gave us for our park. You'll have to earn them all!

Mega Drive

Preview Superman, Batman, Vector

Wherever there is danger, he'll be there! Mark dons a cape and mask as he prepares to take on the baddies in Sega's latest creation.

Once a mild-mannered computer programmer for top software publishers Sega, Joe Rom's life is suddenly transformed one day when he accidentally gets bitten by a vicious set of radioactive polygons.

However, after considerable discomfort whilst trying to live a normal lifestyle (you don't want to know), Joe decides to use his new-found powers to transform himself into... da, da, daaaa... *Vectorman*!

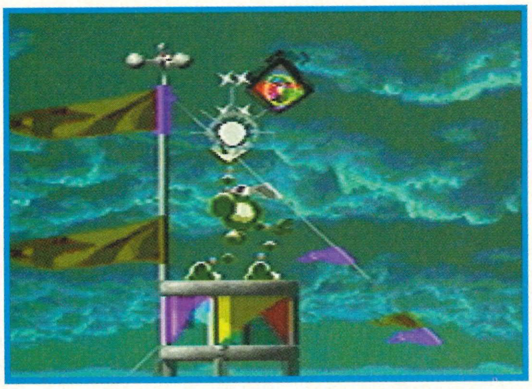
Thanks to his amazing powers of 'Vectorisation', Joe can now morph himself into any object he dreams of. Villains beware: there's a new chap in town, and this time he's brought his dad! Or something. To be honest, there probably isn't a hint of truth in any of that, but the real plot's *sooo* boringly dull I'd rather make something up.

Okay, so the truth is that in a futuristic, toxic waste ruined Earth, a small army of mechanised labourers called 'orbots' work to restore the polluted planet. But an accident sends the chief 'orbot' into a state of temporary madness. Fear not though, true-believers, because Vectorman's on the case — ready to battle his comrades and save the planet Earth!

Sega's 'vector- piece' animation allows our mechanised hero to smoothly morph into action through a variety of shapes and sizes at a tremendous 60 frames per second. The fancy graphical effects create a colourful and action packed platformer. To my knowledge, this has never been seen before on a Mega Drive, so with any luck the end product should really be something.

with any luck the end product should really be something.

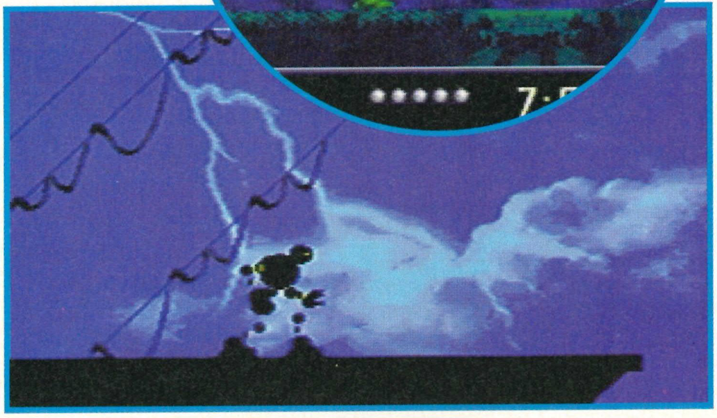
See for yourself the amazing powers of *Vectorman* when he blasts his way onto a Mega Drive near you in October. Be there or be Vectorised!





● Hurrah! The incredible Joe Rom (aka Vectorman) has found the mystic football of truth at long last. Now all he has to do is return it to the intergalatic FA Cup final. Good old Vecty!

● Ha! Even giant spokes can't stop V!



● Ahh, the sky at night! It's so... so... so romantic, don't you think? It's nights like this that I wish I had Polygon-Girl by my side! At least she'd be able to use of that umbrella I bought her...

Time Line







Past: Cyborg Justice

▲ A one-on-one beat-'em-up featuring robots, this title was first released on the Mega Drive just over two years ago now. Blimey, doesn't time fly? Anyway, it's still good for a quick blast even nowadays, so why not pick it up if you can find a cheap copy second-hand?

Present: Battletech

▲ Ever wanted to trundle around a war zone armed to the teeth in a gigantic Mech robot? Well now you can! Loads of weapons and loads of missions made this a real classic for shoot-'em-up fans. It's cropped up a few times in Time Lines so it must be bleedin' good!

Future: Vectorman

▲ The latest in robo-heroes, *Vectorman* looks set to turn a few heads when it's released in October. With his amazing morphing abilities, *Vectorman* looks set to beat all the opposition and storm up the charts.

Spiderman, and now...

man



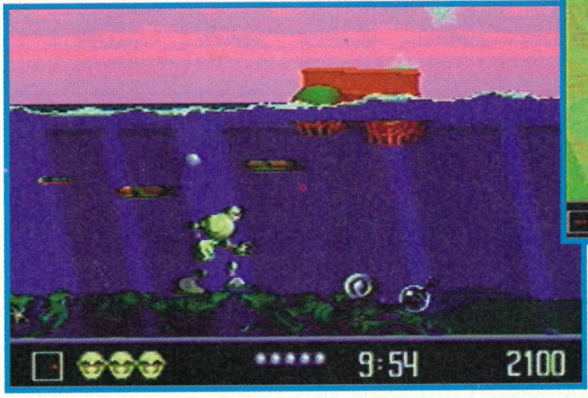
● Sega ● £TBA
● 24 Mbit ● October

Completion

1st Impressions

With any luck, we should be onto a real winner here. The way V-Man morphs into other vehicles and beings is quite impressive. As far as graphics go, you can't get much better than this for a Mega Drive shoot-'em-up, and the huge explosions and brilliant lightning effects are really the icing on the cake. Even though it isn't yet finished, it's still looking darn good in these early stages!

● Look out Vectorman! Don't you know you might drown if you go for a walk in the river bed?! "Ha! That doesn't trouble me, concerned reader — I'm VECTORMAN!"





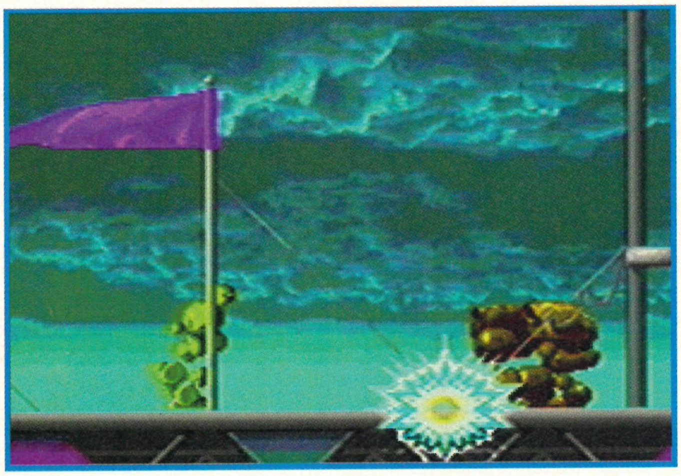
● Even the cold doesn't affect our Vectorised hero. He cunningly brings a pair of gloves with him wherever he goes!

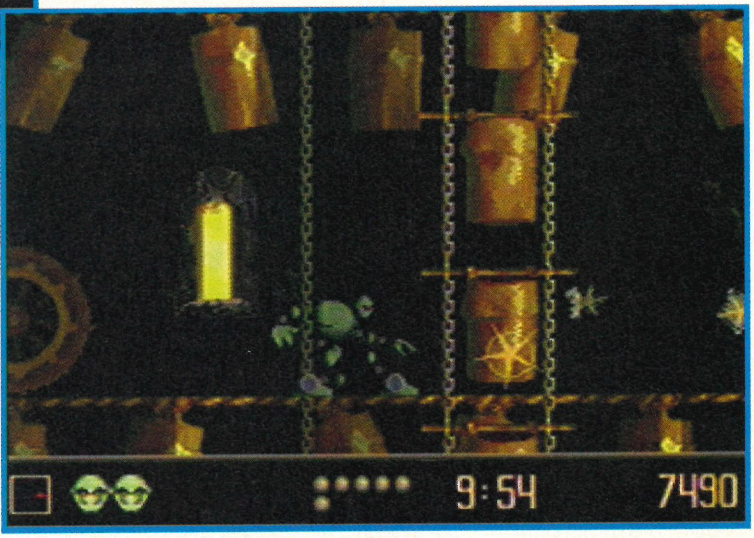


● Waaaaah! Could this be the end of Vectorman? Will even his amazing powers of Vectorisation be enough to save him? We can only hope... for the future of mankind!



● Dr Bad's bad baddies are everywhere in this game, folks! In fact, there's one now, and it looks like he's, um... being sick? Eh?





● I know you're here somewhere Dr Bad! You can't hide from the amazing Vectorman, you know!

Saturn



Preview

Ra

The crowd goes silent, the camera zooms in, the curtains open and the smoke spreads out across the studio floor. Mystic Mark has arrived to predict the future!

Greetings, Sega Pro readers. My name is Mystic Mark and I can see the future — the future of Sega gaming world-wide! Be it Mega Drives, Game Gears or Saturns... I KNOW EVERYTHING! So come with me now, as I venture down the path of the 'ultimate chosen ones', and into the 'garden of dreams' to discover the future (now where's me flippin' crystal ball got to?)!

Ahh, let me see now. What do we have here? I see... I see a name! Yes, it's quite clear to me now. The name is *Rayman*! A new game coming out for the Saturn from UbiSoft. And it's a platform game, apparently.

Hang on a mo, I'm starting to get a better picture here. I can see a challenging platformer, featuring six worlds and 18 stages, a total of around 70 levels. Each of these levels is packed with baddies, 50 different characters in all, power-ups, secret rooms and puzzles. I predict this game will take some playing before you can complete it.

A one-player only game, you control Rayman as he hops, skips and jumps his way through worlds like Band Land, Blue Mountains and Picture City. His mission for each world is to free all of the captured Electoons (the good guys) from their cages. A total of 17 of these have to be opened before you get the chance to challenge the main baddy: the evil Mr Dark! If you miss any of the cages, you also have the chance to backtrack and re-explore old levels.

As game characters go, I can see this one has some nifty moves at his disposal. As you progress, you can only perform simple movements (such as walking and jumping), but later on you can gain the ability to punch, hang on to platforms and even turn into a helicopter when he falls! Good stuff, indeed.

Oh, what's happening now? What's happening to Rayman?! The image is starting to fade. It's being replaced by a message. The message reads 'Out in November'. That is all.



● You'd look like this too, if you had a giant blueberry up your bum!

As game characters go, I can see this one has some nifty moves at his disposal.

● You view each world through a pair of binoculars — very peeping tom, I must say!



● Incase you were wondering, Rayman's hair is done by Vidal Sassoon, snazzy!





● Buzzy, purple wasps with telescopes for noses — they're the only way to fly. The in-flight food is a bit crap though and the movie was *Airplane*. Rayman is full of cute little characters with no arms and legs — these UbiSoft people are a bit weird!



● It's Mystic Meg! I knew she'd be in here somewhere. Come on Meg, tell us all the lottery numbers for next week, and forget the rubbish about a person with a small cat on their lap having a winning streak.

Bored? Have a look around!

Rayman is a funny little fellow. Some girls would even say cute. Just take a look at what the cheeky chappie does when you leave him alone for a few seconds... What a funny guy, eh?



● UbiSoft ● £TBA
● 1 CD ● November

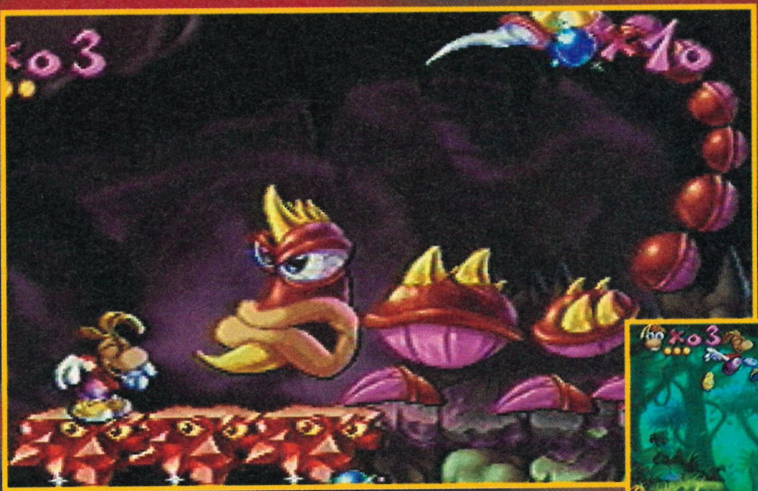
Completion

1st Impressions

One look at the screenshots and you'll be able to tell it's a Saturn game. Hey, we're talking quality here! With power-ups coming out of its ears, baddies jumping out of its nose, secret levels trickling down from its mouth and end of level guardians, erm... well, the less said about them the better, *Rayman* looks set to take the computer world by storm when it finally comes out this November. This one looks hot, folks, so remember to wear a pair of oven gloves when you buy it!

yman

He's totally legless!



● Methinks this is a big, end of level guardian type thing. No platform game would be complete without one. This is supposed to be a scorpion, but he's also lost the bits that join his body together. Has someone been stealing all the arms and legs around here — sick, sick people!



● Right: One thing to remember when frolicking through the countryside without a care in the world — there are big holes out there. Watch out!



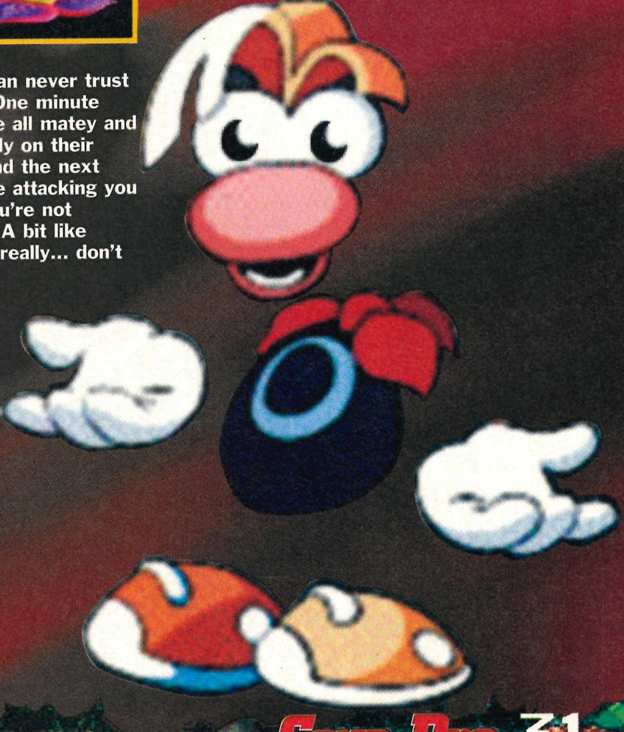
● What a game! It's packed full of clever gadgets, all with one purpose in mind — smash Rayman's face in at the first opportunity!







● You can never trust wasps. One minute they'll be all matey and let you fly on their backs and the next they'll be attacking you when you're not looking. A bit like budgies really... don't ask!





Preview Do I not like orange!

Premier

Football is all very well and good, but wouldn't it be much better to own and manage your own Premier League team, whilst raking in the dosh too? Steve Hardy thinks so...





> **Everything you expect from a management game is here**

Most football games around at the moment are basic sports sims, whether they be *Sensible Soccer* or *FIFA,* they are all essentially the same. *Premier Manager* is for the more business minded, and of course, for all the budding football team managers out there.

Being a football management sim, the objective is to create the perfect Premier League team, by buying new players, arranging and altering team playing styles and tactics, improving the football stadium and attracting as many fans as possible to the matches. Any decisions that are made can have a crucial effect on the outcome of the team and your wallet size.

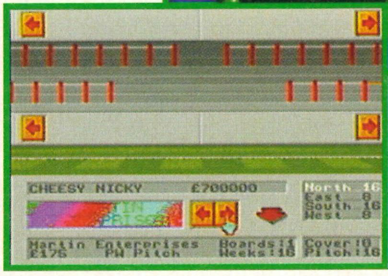
As every team player has individual characteristics and statistics, it's important to adjust them so that your team gets better and better. Apparently, it takes over three hundred playing hours before becoming the *Premier Manager*!

Everything you expect from a management game is here, and I reckon that this could become a surprise hit on the Mega Drive, especially as this was the sort of game we only ever expected to see on the PC. Lucky Segaites will have all the special features to tinker with, and the game is said to include all the league teams, four professional English leagues, and all the statistics for the 1995-1996 season!

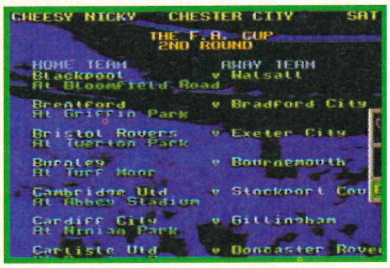
Now, if this doesn't turn out to be one of the most user friendly and playable games for the Mega Drive, I don't know what will.



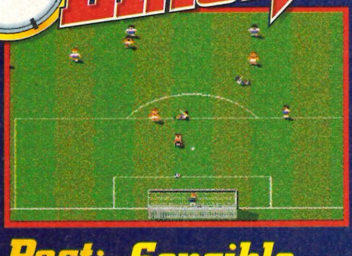
● Cheesy Nick's Chester City are doing alright!







Time Line



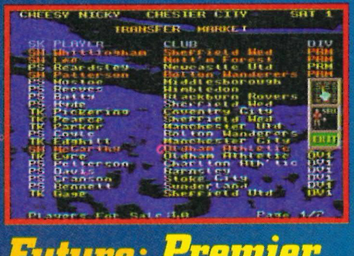
Past: Sensible Soccer

▲ An oldie but still a goodie. *SS* has many options and retains some pleasantly addictive gameplay. Graphics are small but well defined.



Present: Fever Pitch Soccer

▲ The latest football game to hit the Mega Drive. Players have their own cartoon equivalents, and the game takes a diagonal viewpoint, a bit like *FIFA.* Looks great and plays even better.



Future: Premier Manager

▲ Like the other two games, the abilities of the players can be altered, along with countless other options. Create your own perfect team and reap all the benefits. Footballers heaven!



Manager

● Sega ● £39.99 ● 8 Mbit ● Christmas

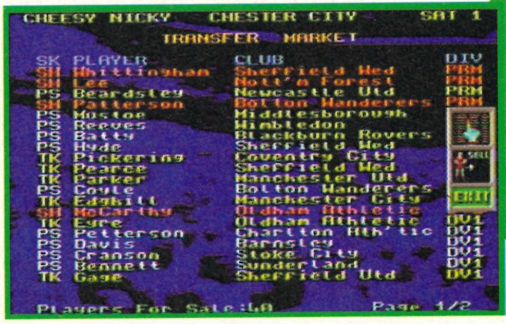
Completion

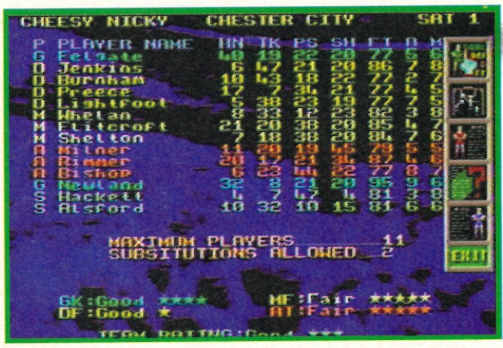
1st Impressions

Premier Manager **will be the first of its kind on the Mega Drive, and with its huge life span, unlimited options and instantly accessible gameplay, it should prove very popular with the hundreds of thousands of football fans out there, including budding managers. It has taken a long time to bring this out for the Mega Drive, but it has been well worth the wait. Games which are chock full of options are always welcome and usually turn out to be very playable, so we have high hopes for this one. It could be the game that all football fans have been waiting for.**



● To win the cup, you need to win the league! So start scoring some bloomin' goals — pronto!

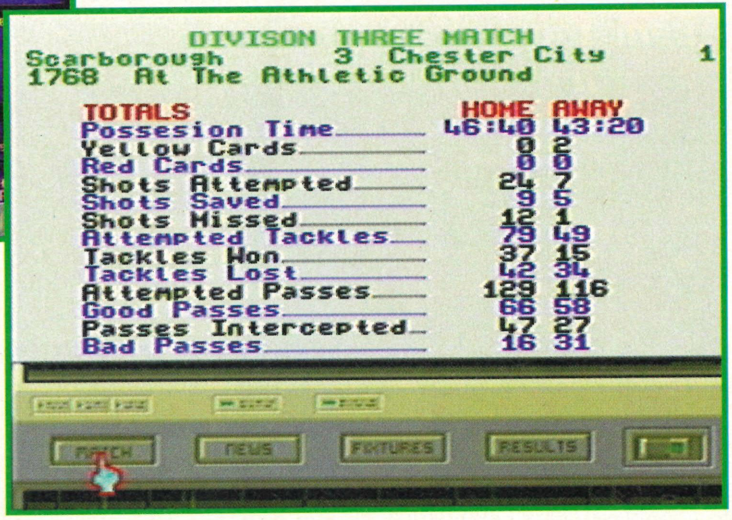




● Football is a game of two halves... and then all the players head down to the pub and get horribly drunk. I think I'm a football player because at the moment I want the pub.



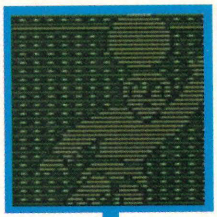
● OK Ron, you did pay that Blackburn keeper £4M to let 12 goals in, didn't you? No you fool, not the Everton keeper! Oh crumbs...

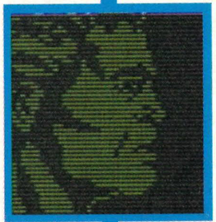


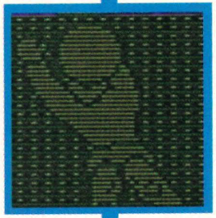
● There are so many options in this game, I'd be suprised if your average footballer would even be able to understand half of them. Then again, he'd probably make a better job of it than your average writer...

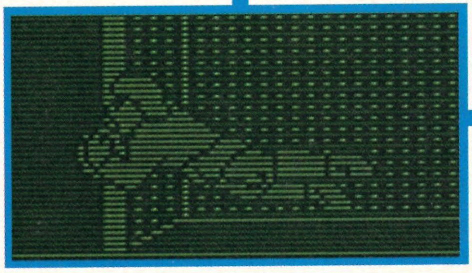
Seedy LCD

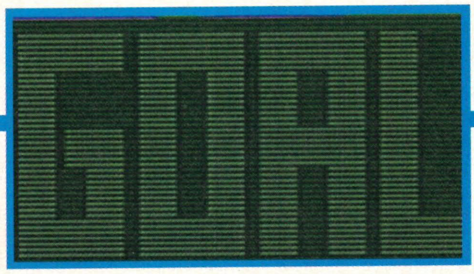
No actual football can be played on *Premier Manager*, but certain highlights and events are shown on an LCD type screen, just like in the real stadium! It doesn't look too bad, and lets you know how well your team did.

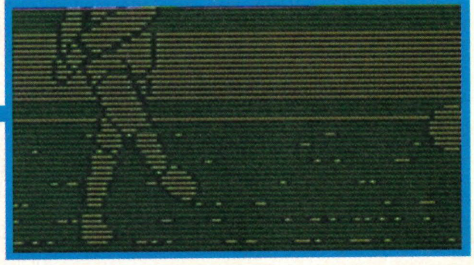












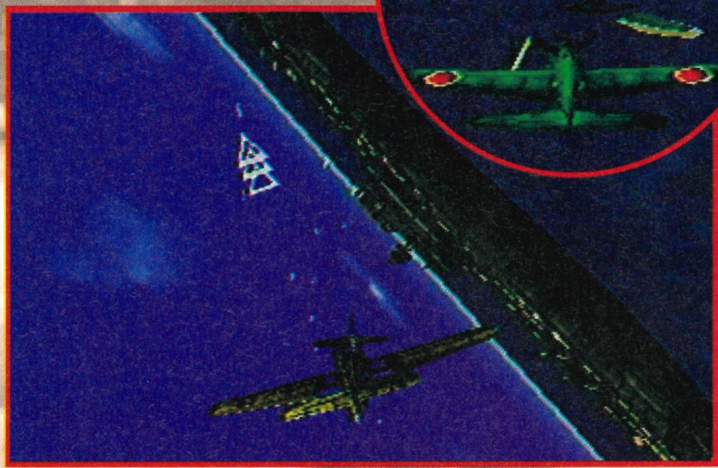
Preview The sky's the limit

Wing Arms

Tally-ho, chaps! It seems like those blighters at Sega have a rather spiffing air combat game up their flying jacket. We slapped Mat Yeo's goggles on and dropped him from a great height!



● Right: If you've ever fancied yourself as some kind on air ace then check out *Wing Arms*. Pilots get to tackle seven challenging aerial missions.



● The white arrow in the centre of the screen shows the direction to your target. Handy, eh?

Now that the Saturn has finally arrived and developers have had a chance to tinker around with their fancy bits of kit, it's reassuring to see a few originally themed titles making an appearance.

Sega of Japan have certainly set new standards with *Virtua Fighter* and *Daytona USA* but they've also been hard at work on this little beauty. You may recall a nifty Sega coin-op called *Wing War* that appeared in arcades a while ago. Sega have taken the basic concept of this game and bolted on a few added extras. The result is *Wing Arms*, a gripping 3D aerial combat game that challenges would-be ace pilots to take to the skies and dogfight their way to victory.

Be warned though, this is no yawnsome PC flight simulator. Sega have painstakingly tried to reproduce the sensation of flight and speed with *Wing Arms* yet kept the action flowing at all times. There are seven planes to choose from including World War II fighters. Each aircraft is fitted with machine guns and, for some strange reason, a payload of rockets! Players get to tackle a total of seven tricky missions that feature a range of scenarios from attacking boats far out at sea to head to head dogfights.

> **Sega have painstakingly tried to reproduce the sensation of flight**

As is the case with a fair few Sega games these days, there are three view points to choose from (cockpit, outside and front) providing gamers with a perfect view of their enemies and surroundings. The cockpit view allows easy access to instrumentation such as the altimeter, fuel levels and weapons status.

The real thrill with *Wing Arms* comes when you're dropping through the skies at 400 mph, guns blazing, pursuing a squadron of enemy aircraft over a texture-mapped seascape. By Christmas Saturn owners will be able to experience this edge-of-the-seat thrill for themselves.

● The plane, boss, the plane! Swoop low over Fantasy Island.



Time Line



Past: Thunderhawk

▲ Core's first Mega-CD game and a stunning title as well. With a variety of tough missions, *Thunderhawk* had great gameplay, depth and some fine graphics. Expect a Saturn sequel soon.



Present: Panzer Dragoon

▲ Easily the best Saturn game on the UK market at the moment. This first-person flying shoot-'em-up features the sort of jaw-dropping visuals that we expect from Sega's 32-bit machine.



Future: Wing Arms

▲ Texture-mapped sprites and some serious high-speed aerial combat should enable *Wing Arms* to become a firm console favourite. A choice of planes and missions give it plenty of longevity.

rms



● Sega ● £TBA
● 1 CD ● November

Completion

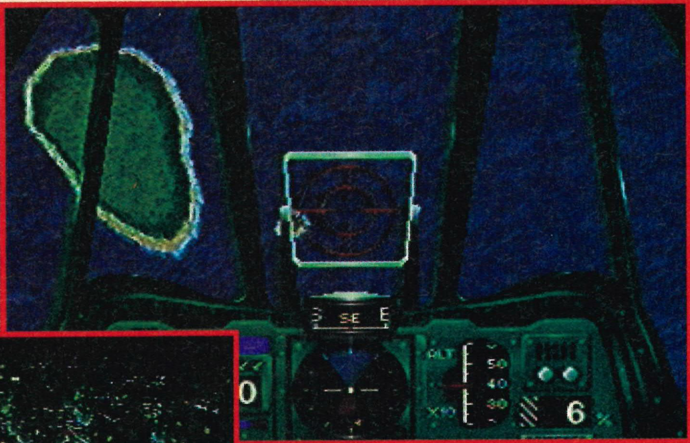
1st Impressions

Sega are obviously trying to produce a wide range of software to cater for all games player's tastes. *Wing Arms* certainly packs a visual punch but it's the gameplay that will be the deciding factor in it's potential success. The luke warm response that the coin-op, *Wing War*, received may be an indication that flight based games are best left for PCs to handle. However, from what we've seen already, this is one Saturn title that should give gamers real value for money. The replay value is high and this is definitely one game to impress your dad with when convincing him to buy you a Saturn.

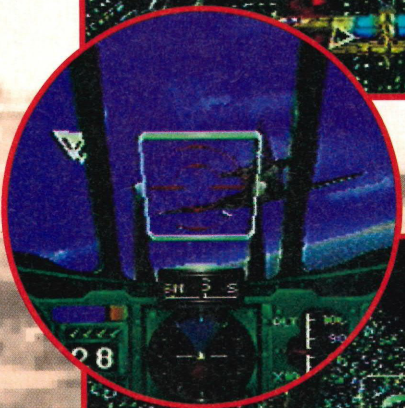
● My dad's a complete airplane nut but guess what... I know flop all about 'em! That's probably why I was chosen to write these captions. Such is life.

● Mission two requires players to protect their fleet from kamikaze pilots keen on blowing up your ships. Banzai!



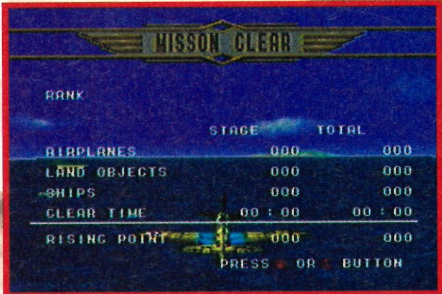




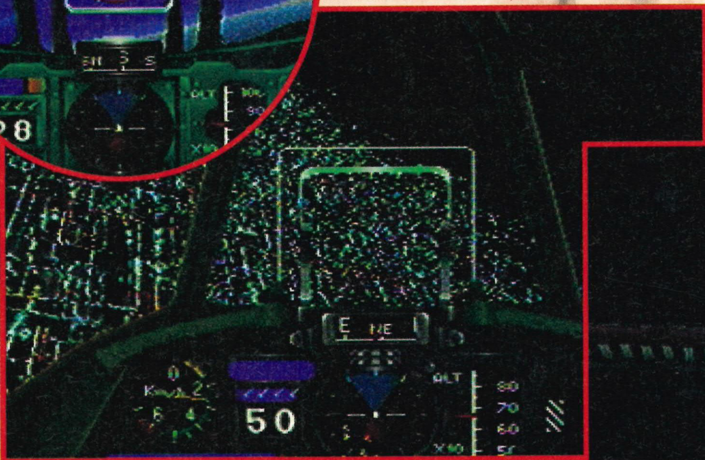


● The night level looks great but don't worry, hitting the buildings is next to impossible. Bah, that's no fun!

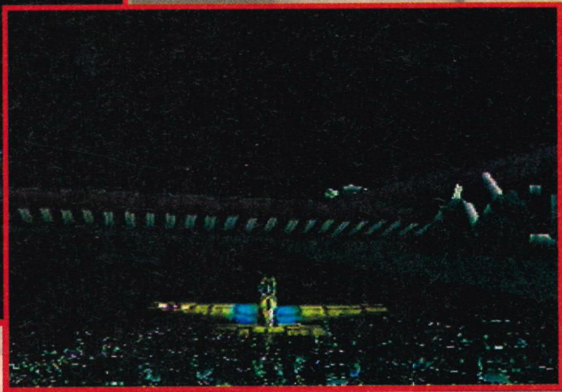
● At the end of each round, your score is displayed showing how successful you were on that particular mission.



● Bandits at two o'clock, skipper! This bloomin' huge bomber dominates the skyline but is relatively easy to destroy. Watch out for gun turret blasts and falling bombs.



● There are a choice of three selectable view points. The cockpit view gives pilots the opportunity to study the aircraft's instrumentation and keep an eye on speed.



Plane Janes

There are seven planes to choose from, and they're all really sexy in the texture mapping department. Take a look!

















Preview

Rumbles in the jungle...

Marsupilami

Disney characters have always made good video games, but only when you've heard of them! Apparently Marsupilami is really popular — yeah, tell Mickey Mouse that! At least Steve's heard of him!

It's a hard life being a cartoon character down in the jungle, especially when you have a ridiculous and unpronounceable name like this yellow creature with black spots, *Marsupilami*.

Along with his friend Bonelli the elephant, Marsupilami has been captured by the evil hunter Bring M Backalive (who came up with these names?) and imprisoned in a circus. However, he manages to get out and now must return to his trouble and strife with a little help from the guys at Sega!

Mars must lead the way home, as well as ensure the safety of his elephantine friend, through the many platform puzzle levels. His most outstanding feature is his long tail, which he can use to form steps for Bonelli to walk up, or as a winch to get him up to high places. He can also form his tail into a pole vault, a parachute, a hammer to get rid of obstacles and even as a bridge. Believe me, this is no ordinary platform game!

Different icons can be picked up for extra energy and valuable time, and it soon becomes apparent that Marsupilami has to rescue his three kids as well as guide Bonelli home! The many levels include the circus, the Alps, a building site, docks and a theme park. Each of these have their own unique obstacles and bad guys, which Mars can dispatch with thanks to his multi purpose tail!

Each and every level should pose quite a challenge

Each and every level should pose quite a challenge and will test the brain power of puzzle freaks. It really does make a nice change to see some originality go into a game. The graphics will hopefully retain a cartoon style similar to the series, and personally I think we are looking at a potential hit on the Mega Drive. Houba! As Marsupilami would say.



● Have you ever seen a tail that size before? It's embarrasing when standing in bus stops.





● All the usual trappings of a platform game are here, but the gameplay is beyond your wildest dreams (if you dream of video games — I dream of sheep eating cheese!). This is the obligatory snowy level that'll send our little hero sliding!

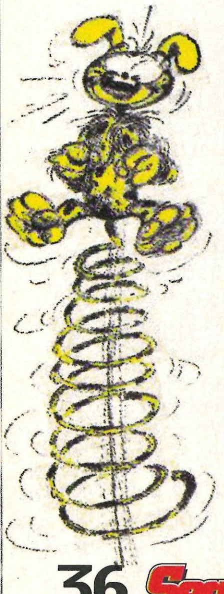




● Marsupilami is a real hit with the ladies. With a tail like this he couldn't fail to be, could he? They just can't resist grabbing it and using him as a skipping rope!

● The animation on all the characters is wonderful, especially Bonelli the elephant. He's such a wacky peanut scoffer — he should star in his own game







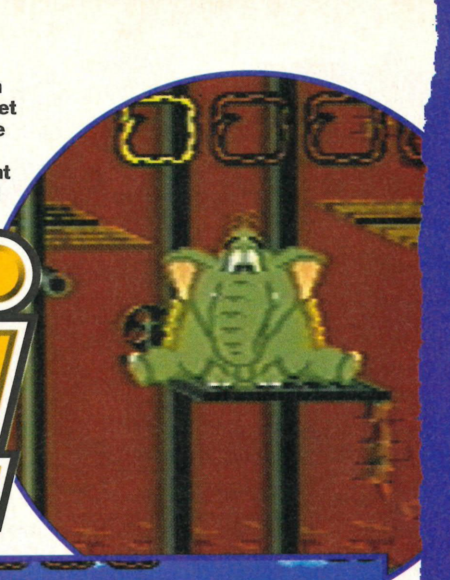
Past: Fantastic Dizzy

▲ A cartoony game starring the cute egg with boxing gloves (oo-er) which is packed full of challenging puzzles and cuteness.

ilami



● It's bad enough staying on two feet by yourself in The Alps, never mind having an elephant tagging along and jumping when he sees a mouse.



● Sega ● £TBA
● 16 Mbit ● October

Completion

1st Impressions

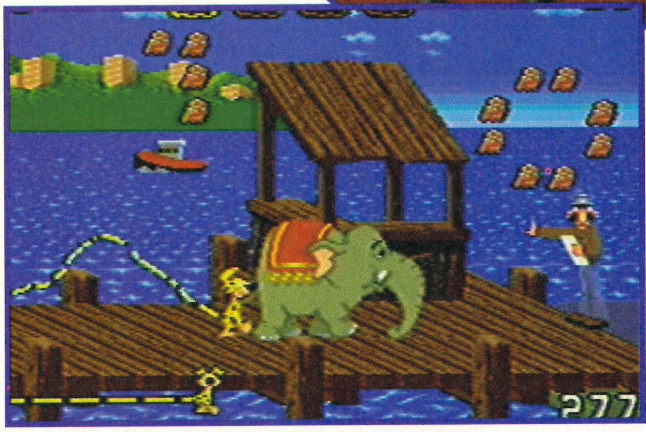
Most cartoons just lead to boring old platformers with little or no thought, but *Marsupilami* just might change our minds. The game concept is similar to that of *Animaniacs,* where the objective is to guide other characters around the levels, as well as watching out for other obstacles and ensuring the safety of the main character. The game is full of original little touches, and coming from the Walt Disney stable of characters, you can rest assured that there will be lots of little touches here and there. This is looking very impressive, we could have Pro Yo material here. Just a few more weeks until the review. Houba!

● The intro is a cool collection of stills from the cartoon. Again, starring that crazy tail!





● Below: Old Bonelli needs a good kick up the butt! He just won't go where you want him to.



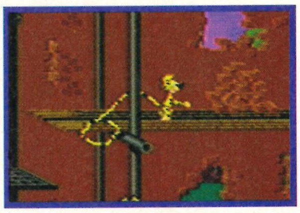
● This bloke won't let either of our heroes by until he's been satisfied. Feed him cakes, he likes them. Cherry ones, fruit ones, ones with lots of cream. They should do the trick.





● Each level is packed full of puzzles to solve. On the first, for example, a burning ring of fire can be put out if you lead Bonelli to the bath filled with water. Hmm, I wonder what he'll do next?





Time Line



Present: Bonkers

▲ This is based on yet another mad cartoon series and consisted of many puzzle levels, but is a bit too easy. Aimed at younger players, you see.



Future: Marsupilami

▲ Platform or puzzle game, it's look brilliant either way. Huge and challenging, Marsupilami could become a real star.



STRAW



MOUSE



STAIRS

Move over Tails!

Marsupilami is a bit like a leopard, and we think he's tops, although we've got no idea what he's really supposed to be! His tail can form just about any shape, which comes in handy when you're trying to get a huge elephant to the other side of a building site! Here are a few of the objects that this crazy cartoon character can create...



Saturn

Preview

Dare you enter...

Mansion Of The Hidden Souls

● Sega ● £TBA
● 1 CD ● October

Completion

1st Impressions

Okay, so the Saturn has produced some great software but the game concepts have all been familiar, whether they be platformers, driving games or shoot-'em-ups. *The Mansion of the Hidden Souls* also uses state of the art graphics but involves more thinking and a greater degree of exploration. Admittedly, it may not be everyone's cup of tea, but no doubt it will appeal to adventure and RPG fans, as well as those fond of solving massive quests. What this game does have in its favour is originality, and everyone is waiting to see whether it will be a huge improvement or just another *Mystery Mansion*. Watch out for the spooky review soon!

We thought Steve was the cute and cuddly team member, but he is in fact a raving mad psycho, obsessed with horror!

Graphic adventures are hard to come by, and admittedly the Mega-CD version of this baby, called *Mystery Mansion*, was a load of old pap. All graphics and no flaming challenge that was! However, the new Saturn version is going to change all that, as it promises to have smoother visuals and deeper, more involving gameplay.

Thanks to the 32-bit power of the Saturn, the whole playing area will look ten times more realistic (the Mega-CD version was too limited) and will hopefully give a much more atmospheric feel to the game. The general idea is to explore the huge mansion, collecting keys, maps and other vital objects which act as clues to help you get one step further to finishing the quest.

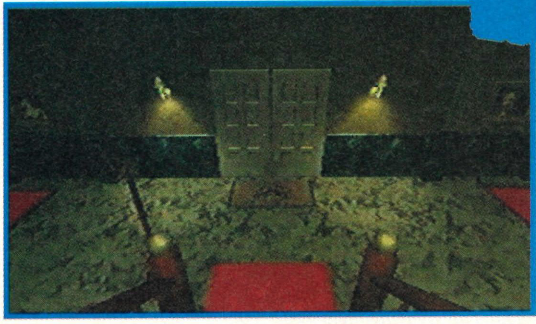
Complete exploration of all the nooks and crannies is required to find all the correct items as they can be hidden in the most awkward places. Special mention has to go to the graphics. The game glides from one location to another quite convincingly and all the characters to meet along the way maybe only heads, but they're well animated. The Mega-CD game was really too short and everything could be seen in just one or two days, but the Saturn has more space to play with and this time around you can expect a much bigger adventure full of secrets.

Complete exploration of all the nooks and crannies is required

Everything possible has been done to faithfully recreate the chilling atmosphere of a haunted house. Just imagine what can be done with the powers of the Saturn! Keep an eye out for what could be a spooky but spectacular game. Remember, this is not be for the faint-hearted or the intellectually challenged!



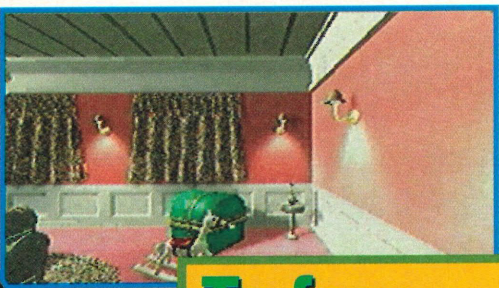
● Don't open the door! Something horrible like Pilky's mum is probably hiding behind it! Wah!



● Now this is nice. The kind of room my granny would like. In fact, this iS granny's room!



● Hmm, I wonder what lurks inside that chest? It's either the key to the next room or a vicious man-eating snake. My money's on the snake...





● WAAAAH! This is like a scene straight out of *Psycho* or *A Nightmare on Elm Street*! Kind of.

To face the truth

As you wander around this spooky mansion you'll come across all kinds of weird geezers. Some are helpful, some are just annoying. It's up to you to decipher which are which. Take a look at their mug shots — what a dodgy bunch!





- Codemasters
- £TBA
- 16 Mbit
- November

Completion

The dirtiest driving game ever?

Super Skidmarks



A game where the whole point is to crash into things? Mark Pilkington looks on intrigued...



● When it was first released on the Amiga *Super Skidmarks* caused a storm. I mean, a game that has cows on wheels pulling caravans around a track has to be a winner, doesn't it? Fast and fun!



● Look! It's a giant banana stretching over the track. Let's hope a giant gorilla doesn't come looking for it!



● Yup! The scenery comes in an attractive green grass colour as well as the brown sand. Acid Software have thought of everything!

It may sound like some perverted underwear simulator, but *Super Skidmarks* is actually a rallying game! Even stranger is the fact that this is all about crashing in order to win! Don't believe me? I'll tell you more...

you'll need your wits about you!

The point of the game is to win races by barging and shoving your opponents out of he way with your car. Don't worry, you're indestructible, so there's no limit to the number of opponents who you can pound away at. And if you happen to be trailing in any race, why not try to make the leader's life hell by crashing into him when he drives past you? That'll teach him!

Right from the start of the race, you're going to have to do a bit of the old elbow barging if you hope to get into the lead, especially if you start from the back of the pack. Once you take the lead, it's then up to you to keep it, so you'll need your wits about you as you try to follow the course and stop other cars from getting past. Not easy in anyone's book, just ask Damon Hill!

There are four different stages in the game — ranch, rally, beach and snow, and each one has its own unique problems. The snow level for example requires some devilish handling, whilst you'll have to avoid charging horses in the ranch stage. Each of these four levels acts as a separate league in its own right, and you'll have to become a champion in each one before you can happily sit back and watch the end sequence.

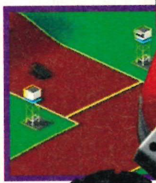
You have a choice of 12 vehicles to race with, ranging from Formula 1 cars, 4X4 Monster Trucks, Mini Coopers, VW buggies and Porches, right up to the extremely bizarre cow on wheels! I don't know, those wacky people at Codemasters and Acid...

It looks like the Codies are up to their old tricks again, with yet another classic game in the pipeline. Look for the definitive Sega Pro review in a couple of issues time!

1st Impressions

Well, according to the press release this is an award-winning game, so it must have something going for it! 3D racers are always good for a laugh, and with a choice of vehicles that range from Mini Coopers up to cows on wheels, it should be a long time before anyone gets bored. Using their J•Cart to allow four players to race at once, it looks like Codemasters are going to continue their excellent tradition of classic games (*MM2, Psycho Pinball, Pete Sampras Tennis*). I'll even eat my hat if they don't!

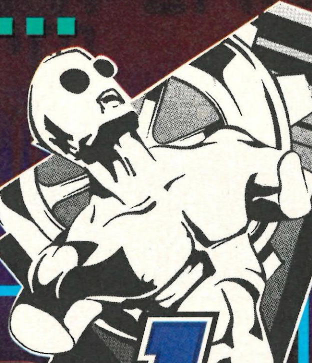






● Hmm, this is a small screenshot!

Look out! Here come the vultures...



Mark Pilkington cackles menacingly to himself and rubs his hands in glee — he's just blagged a pretty snazzy Scavenger feature for Sega Pro! Wahahah!

Scavenger. Mean anything to you? Does it conjure up an image of a huge, multi-million dollar Los Angeles computer firm? No, I didn't think it would... The name Scavenger will draw blank expressions from most people out there, but the chances are that by the end of the year they'll become a household name! So far, they've only released two games, but they both made the best-sellers list last year. *Red Zone* on the Mega Drive was a cracking helicopter game and *Subterrania* is one of the all-time classic shoot-'em-ups.

They've currently got four titles lined up for release, *X-Men* and *Heavy Machinery* for the 32X and *Vertigo* and *Amok* for the Saturn. They all look pretty good, even this early on in development, so lets take a closer look and see what they're all about...

Amok

Saturn

● Two player ● Christmas

A two-player 3D shoot-'em-up, *Amok* pits you in the role of a Battle Walker pilot who's task it is to wander around a texture-mapped, fully-rendered landscape killing things. Basically. Of course, there're hundreds of baddies to kill, multiple missions to choose from and a choice of armoury to muck around with, but you probably guessed that already.

The story centres around the aftermath of a war between two huge corporations which has lasted for 47 years. Whilst this war was raging several smaller companies managed to profit from it via arms dealing. Unfortunately, now that the war is no more, these smaller companies are beginning to feel the strain. So what do they decide to do about this? Well, what any other normal, humane and environmentally friendly organisation would do: start a whole new war! And this is where you come into the game...

Technically speaking, a BSpace algorithm was used in this game to add a more realistic element to the gameplay. The algorithm allows your character to actually effect the gaming environment in such a way that you can demolish buildings, destroy army bases and even sink underwater bunkers. Clever stuff!

The two-player mode is a split-screen affair (think *Lotus Turbo Challenge* here), where you and a buddy can either compete against each other or work as a team to overcome the game's many problems. I'm pleased to say that I didn't notice any obvious slow-down when playing in this mode — not even when the screen was filled with huge explosions!

All in all, it looks like Scavenger are onto a sure-fire winner. A potential Christmas best-seller? Well, that would be telling wouldn't it?!



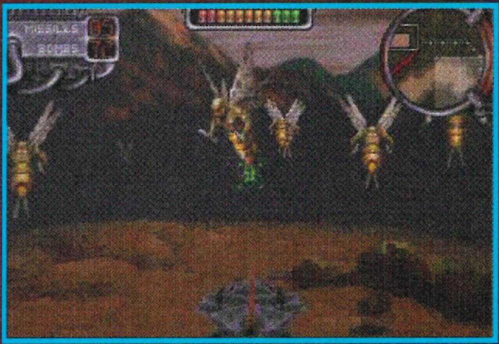
● People with big guns nearly always get their own way!



● Scavenger use some neat special effects in their games.



● The split screen mode adds a new dimension to the gameplay. It hasn't been seen much on Saturn.



● Giant wasps dead ahead. When these things come at you the best advice is to run like mad in the other direction. All these people who say they won't hurt you are mad!



● Each level is massive, and packed full of metallic meanies to take pot shots at. Don't forget you'll need two Saturn joypads to play a two-player game though — Sega are mean aren't they?



● It's about time we had a few Saturn games that take a bit of thought to play. All the options and hidden extras in *Amok* will keep you busy for hours on end. We'll have a full preview of the game before you can say 'Metal Mickey'!

VENGER

● **Good software may be scarce on the Saturn at the moment, but come Christmas you'll be spoilt with choice! If these screenshots are anything to go by *Vertigo* is going to be a best seller!**



Saturn

Vertigo

New York City isn't exactly a peaceful place at the best of times, but in the future things just go from bad to worse. Fierce tribal clans of thugs and gangsters battle it out openly in the streets using powerful cyber-suits called Vexods. A Vexoid is basically a spherical force field which surrounds its user and turns them into a ultra-fast speed-machine. Something which I could use for getting to work in the morning!

The rival gangs fight each other in these machines through a series of deadly races across the city sewers. Come midnight every night, six different tribes will gather in the huge underground complex and challenge each other to more and more deadly tasks. Because the tunnels are almost always pitch black, the prospect of racing along at hundreds of miles per hour suddenly loses its appeal to many gang members.

You play the part of a tribe members, and it's your task to join the race of death and destroy all of the rival gang dudes. Rather you than me, matey!

Due out in time for Christmas, *Vertigo* looks like an impressive title to add to your software collection. Just wait until you see the speed of these things!



● **You can see that the programming team have put lots of effort into the visuals of *Vertigo*. We can't wait to play!**



● **If there's one thing Scavenger are good at it's coming up with original ideas. These Vexoid powered cybersuits look fantastic as they zip through down-town New York City. Beats playing another platform game!**



● **One player** ● **Christmas**

SCAVENGER

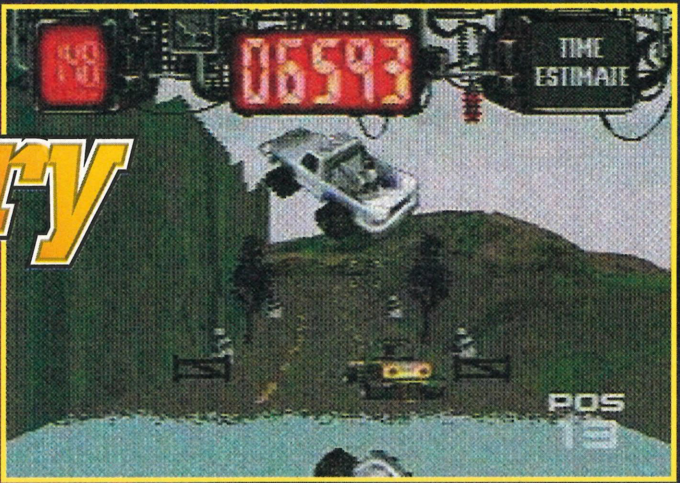


Heavy Machinery

Mega Drive 32X

● One player ● Christmas

● Yee-ha! How on earth do you get a pick-up truck that high into the air? There are some crazy drivers out there.

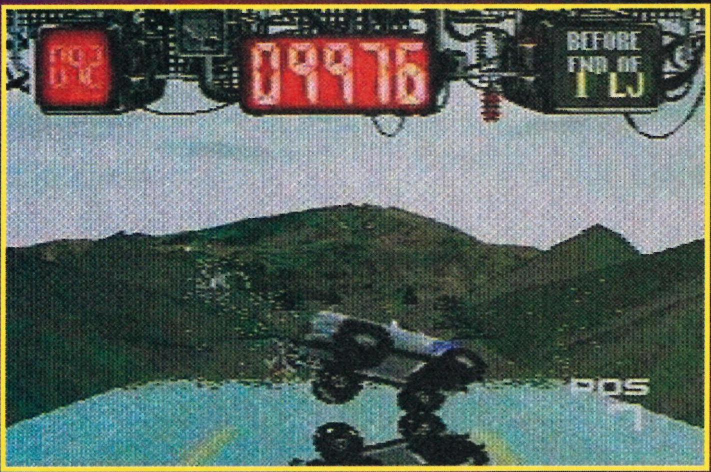


Contemplating joining the army? Then think again! Running around battlefields and killing people with your four-barrel, laser-sighted, automatic UZI mega-gun may hold its appeal to some nutters out there, but thankfully the rest of us are a tad more humane than that. But if you're still intent on joining the army, then just wait until you play this new game from Scavenger called *Heavy Machinery*!

Based on a fictionalised storyline, the game revolves around a yearly survival course which members of the Green Beret use to weed out their weaker members. One hundred squad leader cadets are flown deep into the Arhus Alpines to take part in a treacherous three-day obstacle run through some of the most dangerous conditions imaginable.

These conditions range from one extreme to another. Starting in the sun-soaked deserts, moving through ice-clad snow banks, up to the purely suicidal jagged mountain ranges. Not the kind of place you'd want to spend a summer holiday, methinks...

● You are now witnessing exactly what Pilky is like driving. I always thought cars were supposed to run on four wheels!



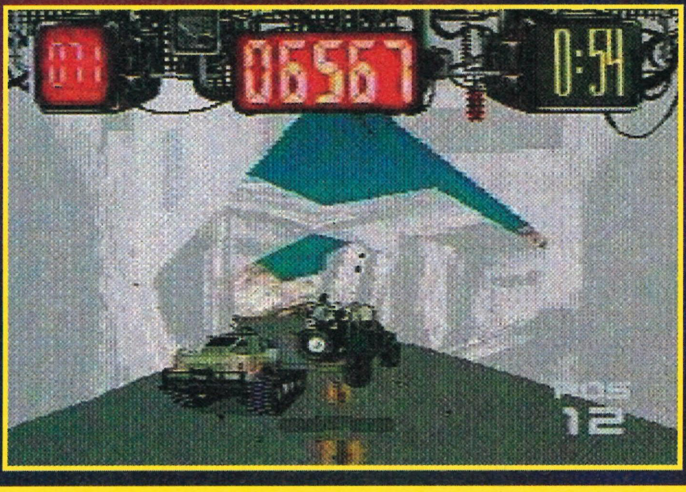
Each cadet must work his way through from one side of the region to the other by using buggies, jeeps and armoured 4x4s. Instant death lurks everywhere as mines, snipers, choppers, fighter planes and even air reconnaissance bombers do their utmost to make sure your character fails his mission. Fortunately for you, each vehicle contains some heavy weaponry and navigational equipment which you can use to destroy your targets.

The 32X has been lacking in decent games for quite some time now, so hopefully this release will spark up some much-needed interest in the system!



● Kerpow! Driving over a mine is not a good way to earn points in *Heavy Machinery*. The explosion is worth seeing though!

● Brrrr — the chilly wastes of the Arctic pose many hazards for would-be Green Beret cadets. Just remember to take along a pair of skis and enjoy the slopes!



Mega Drive 32X

X-men

Wolverine, Cyclops, Storm and the rest of the X-Men are back! Again. After appearing twice on the Mega Drive and Game Gear, Scavenger are all set to give America's favourite mutants their first taste of the 32X.

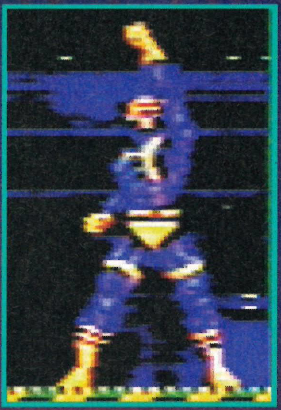
Due for a Christmas release, this latest adventure is a 3D beat-'em-up come maze game where you have to lead your fearsome team through level after level, taking on many of the world's most powerful Super Villains.

It's looking good, even at this early stage. Hopefully, not only will it stick true to the original Marvel concept, but it will also make for a playable game in its own right. Fingers crossed, eh?

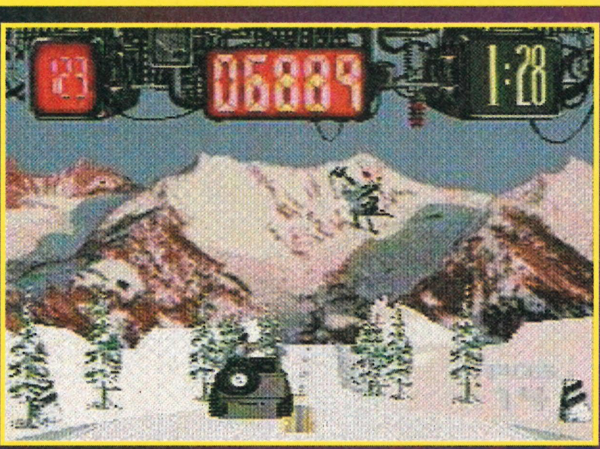




● The X-Men have been popular in comic book land for many years, but have never really been done well on consoles. This game should change that.

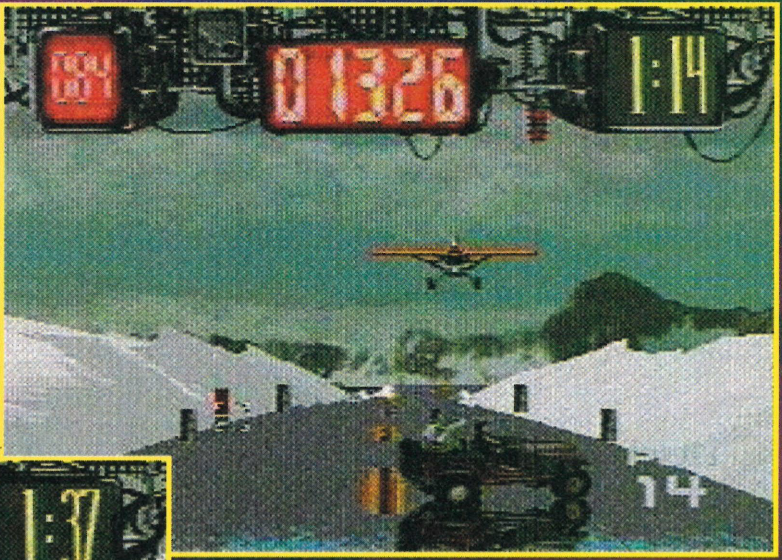


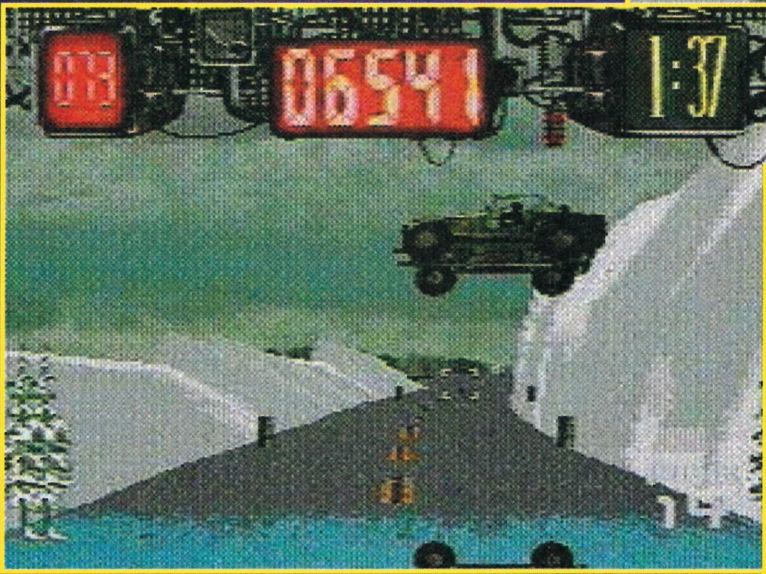
● All your favourite characters will appear in the 32X game, so don't worry! We'll bring you a proper preview as soon as Scavenger have the game up and running.



● Everything is excellently animated. You should see how cool the chopper in the background looks when it's moving! Steven Spielberg would be proud to have it in one of his movies!

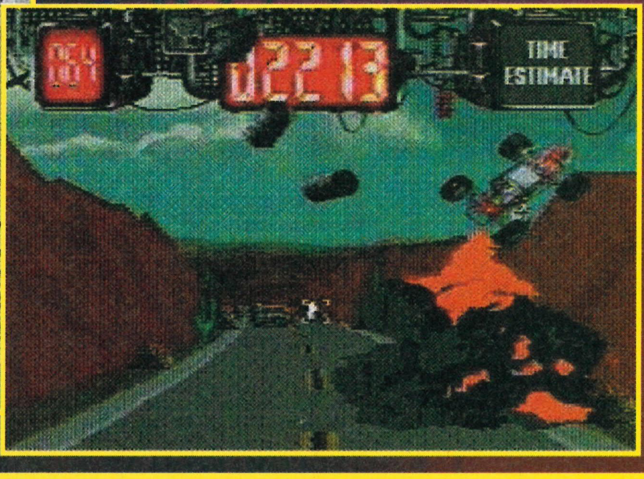
● *Heavy Machinery* is a real machine lovers delight. All kinds of cars, choppers and planes are here, all brilliantly animated.





● Even the snow covered trees have been rendered and ray traced — probably. Don't you just love 32-bit games?

● Have you ever seen *Cannonball Run*? Well *Heavy Machinery* is a console version of that — but without Burt Reynolds!

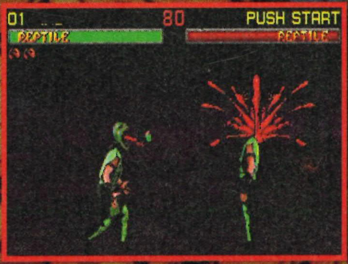


Krackin' Kombat Komic Kompo!

5 one year subscriptions to the Mortal Kombat comic must be won!

It's a Mortal Kombat blood fest! *MK3* is going great guns in the arcades and we've laid our hands on some brilliant comics!







Acclaim are releasing *MK III* for the Mega Drive and Game Gear on Friday 13th October 1995 so start saving your pennies and practising those fatalities now

To tie-in with the release of Acclaim's 16-bit extravaganza Manga Publishing are all set to release the *Mortal Kombat* comic. This monthly magazine chronicles the adventures of everyone favourite kombatants as they take on the might of Shang Tsung, Goro and their minions. Priced 95p the *Mortal Kombat* comic is released on August 22nd but five lucky readers can win a year of issues simply by entering this competition.

All you have to do to win is come up with a new *Mortal Kombat* fatality. Pick your favourite character, draw their new death move and post it off to us as soon as possible. The five most original entries will be printed in a future issue of Sega Pro so doodle away!

Send your compo entries to: **Krackin' Kombat Komic Kompo, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JP.** This competition closes on **October 15th 1995** and if that's not enough time for ya, tough! Employees of Paragon Publishing and their relatives are not allowed to enter this competition. That includes Mat's sister!

Thanks to Pandora and Manga Publishing for all their help with this competition.



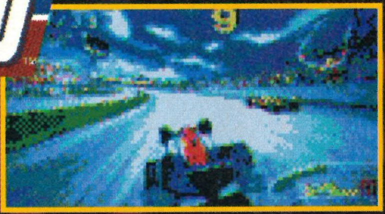


Arcade Ar...

In a posh office somewhere in Japan a band of dedicated professionals are hard at work creating state of the art arcade machines. They are Sega of Japan, the people behind the biggest coin-op hits of the last decade. Sega Pro goes behind the scenes to bring you the latest in arcade delights!

INDY 500





Being touted as the 'world's fastest racing battle ever!', *Indy 500* sure looks the part with some impressive real-time texture mapping in action. Apparently, your car is capable of reaching speeds of up to 400 kph, so make sure you hold your wig down when you hit the accelerator! There are a total of three courses in all: an Oval Circuit, Highland Raceway and Bayside Street. Each one has its own distinctive features and dangers to overcome.





What is probably most fascinating is the impressive eight player mode where, surprisingly, up to eight different people can participate at one time. As you can imagine, this creates some real grudge matches, with teams of cars ganging up on each other. Along with the usual four-way perspective VR buttons, which have become something of a standard in Sega driving games, this is one coin-op which is sure to draw a crowd. Brum, brum indeed!

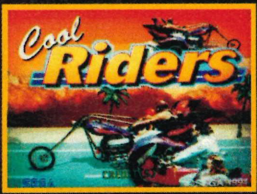


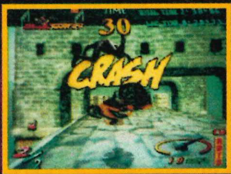
Cool Riders



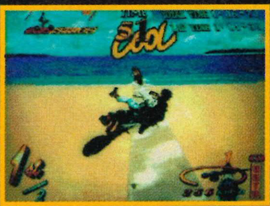
Boooorn to be wi-i-i-id! What a classic song, eh? And, hey... wouldn't it be a great idea if Sega made a motorbike game and this famous ditty pounded along in the background as you zoomed off around America? Hmmm, maybe not.

Anyway, annoying tune or not, as a stand alone racing game, this ain't too bad. There's a twin cabinet provided so that you can race against a mate, and up to eight players can join in together thanks to a communication function with other cabinets. There are also eight different types of bike to choose from, all of which have many different performances and features.









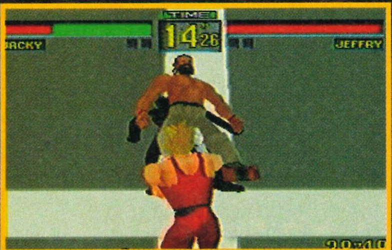
The bikes you race are all digitised from actual photographs of real bikes, giving it that all-important sense of realism, and the scenery is fast enough to give it that all-important sense of speed. Waste a pound on it, and see what it's like. *Cool Riders* is fully reviewed on page 65 this issue!

Virtua Fighter Remix



It's back! After playing the original *Virtua Fighter* to death and spending your last credit on *Virtua Fighter II* you might be interested on giving *Virtua Fighter Remix* a go while you wait for *Virtua Fighter 3* to turn up.

Basically the same as the first Virtua game, *VF Remix* changes several features of the old game and brings them more up to date. The characters are more akin now to their *VF2* counterparts than ever before, and the backgrounds and rings have also been improved upon slightly.





Everything is much more smoother now, but before you rush out and pump all of your money into this latest game, stop and think for a moment: What is the point in playing this, when you've got *VF3* in the pipe-line and a Saturn version already in the import shops?

narchy!

Virtua Striker





If it's not fighting or driving, then it's... soccer? Yep, determined to rule the entire world computer network thing with their Virtua series of games, Sega's latest release is *Virtua Striker*. Not surprisingly, it's a football game, but unlike your normal side-scrolling affairs, this time around we have huge 3D players running around like maniacs.

Eighteen countries are represented, and all are realistically portrayed. This basically means that England are still a bit on the dodgy side, and Germany are virtually unbeatable.



With the next World Cup only three years and counting away, this is sure to draw the crowds as they prepare themselves for the big event. Probably.

Mars, Saturn... whatever next?
The Titan?!



Have a look at the picture here for a few seconds. Not impressed by it? Well, you should be — this is Sega's new ST-V arcade board. Codenamed the Titan, this is basically the Saturn's hardware board, which Sega are now putting into all of their new arcade games.





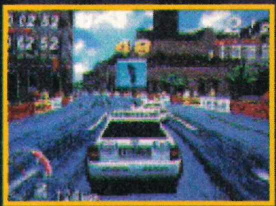
The only difference between the two pieces of hardware is that the Saturn uses CD-ROM to read from, whilst the Titan takes its information from cartridges. What this means to Joe Public is that, thanks to the similarities between the two chip set-ups, you will now be able to play Saturn conversions in your own home only a few months after they first appear in the arcades. Wow!

Golden Axe: The Duel is the first game to take advantage of this new hardware, and it should be completed in a couple of months from now. Instead of the same old scrolling beat-'em-up action (à la *Golden Axe*), we now have a NON-scrolling one-on-one beat-'em-up! I can't wait!

Sega Rally Championship 1995







Ever fancied driving a Toyota Celica GT-Four WRC or a Fiat Lancia Delta Integrale '92 WRC at over 100 mph through a world rally circuit? You have? Well, you must be mad then! On the arcade screen, however, it's another story entirely...

With three different courses to choose from, different view-points and the interactive four-player connection to muck around with, this game sounds a lot like *Virtua Racing* on a rally track. Which it is. Kind of.

Graphically *Sega Rally* is gob smacking — everything, that means both the background and foreground, in it is ray-traced and texture-mapped, giving the most realistic appearance and conditions possible.

As with most arcade racers nowadays, the seat you sit on is mechanically controlled. *Sega Rally*'s seat is programmed in such a way that the vibrations and movement respond in exactly the same way as they would if you were driving a real rally car. Blimey.

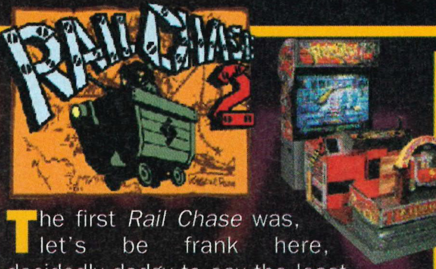
A wonderful game that all the Sega Pro boys just can't stop playing down at Sega World in Bournemouth. Check it out as soon as possible and wait patiently for the Saturn version coming in December!







Rail Chase 2





The first *Rail Chase* was, let's be frank here, decidedly dodgy to say the least. *Operation Wolf* in a rail cart! People took one glance at the screen, one glance in their pockets and wisely walked away from that one. But now it's back... and all the better for it.

The rail car is still here, but the playability and graphics have been tinkered and tweaked with so that this time the player can go his own route through the levels by choosing from various rail junctions. The filled polygons are enhanced as well, giving a much more life-like appearance to the game.

Up to two players can blast away at the same time, giving that love-struck couple the perfect opportunity to have a quick snog whilst blasting away at the evil empire's elite storm troopers. Or whatever. And best of all, the bench you sit on even vibrates and turns from side to side whilst you play the game! Excellent stuff — just make sure you sit next to a member of the opposite sex when you play it!







Saturn Review

● Sega ● £49.99 ● 1 CD ● Import

It's a wind-up!

He's back! With the original game just hitting UK stores, Sega of Japan have seen fit to unleash the conclusion of this tin-plated toy's story on unsuspecting Saturn owners.



● Giddy-up boy! At last, gamers get to ride Pepperachou's trusty steed, Baro Baro. This wacky mule carries our hero through many dangers. Not bad for a dopey old donkey head.

When we last saw our hero, Pepperachou, he'd just saved the beautiful Chelsea from the hands of a giant mechanical TV. But his tale was far from over.

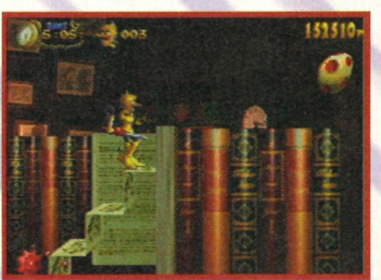
Having rushed the original game into production, Sega realised they would be unable to complete all the planned levels for the release and so decided to split the game into two parts. *Clockwork Knight 2* continues the adventures of Pepperachou and his toy friends as they attempt to rescue poor Chelsea and save the day once more.

The game contains four main levels with two sections to tackle before taking on an obligatory boss character. As you'd expect each level has a multitude of features as well as many secret warps and bonus sections to find providing the game with slightly more life than its predecessor.

Enemies leap into the foreground, books open up to provide handy steps, giant cogs are smoothly animated and other cool graphical tricks enable *CK2* to retain it's trademark visual appeal. *CK*'s faithful donkey wicker basket companion BaroBaro finally makes an appearance and provides laughs aplenty when Pepperachou races along in a sort of warped Grand National. Probably the most visually appealing element has to be the end-of-level guardians themselves. The Saturn struts its 32-bit stuff by scaling and rotating each boss with the most impressive being the harmless looking piece of paper that appears in not one but three different animal forms.

The problem with the *Clockwork Knight* series is that beneath all the polygons, scaling and other graphical effects lurks the sort of bog-standard platform game that we've seen a million times before. With the Saturn being hailed as a revolutionary next generation machine, players have high expectations for future software and Sega will have to push back the boundaries of gaming further than this if they intend to win converts in the forthcoming console wars.

● **Mat Yeo**



● There are many clever graphical touches in *CK2* including these steps that unfold from a book.



● Heave ho! Give the books a push to trap enemies between the pages. Ah... the power of the printed word.





● Blimey this level's tricky! If it isn't giant cogs to ride it's strange creatures to trounce. What's a poor knight to do?



Toys 'R' Us



1 Kids Room
Hi-Ho! This huge polygonised snake is the first wacky boss that Pepperachou faces. Aim for the microphone on its tail and skip over the spiked body to avoid damage.



2 Study Room
The next challenge comes in three forms: a gorilla, a leopard and a bat. Each creature has its own attack pattern with the winged one being the toughest to beat.



3 Bathroom
A surprisingly simple end-of-level guardian, this pirate-octopus fires nasty soap bombs and attacks with its tentacles. Stay on the turtle shells and strike his appendages a few times.



4 Clock Tower
After smashing through the clock face, this troublesome foe attempts to grab Clockwork Knight with its huge fists. Watch out for killer toys dropping from above and hit the hands for maximum damage.



5 Final Boss!
Barely glimpsed until now, this mechanical tyrannosaur is behind the kidnapping of Chelsea and the disappearance of Pepperachou's dad. Aim for its belly and attack the spinning head to finish it off.

lockwork ight 2



Sega will have to push back the boundaries of gaming further than this

● These huge gears constantly rotate, making your journey rather tricky. Locate the golden keys and reverse the gears where possible.





● CK's movie pals make a rare appearence in this sequel. Check out Andre the Seal and Free Willy, the killer whale in the Bathroom.





● The conclusion of Pepperachou's adventures is packed with even tougher challenges and tricky foes to face. Will our valiant hero save the day, rescue the heroine and defeat the bad guys?



● The Saturn displays its true processing power in levels such as the Study Room. By falling into the ink pens, *CK* is catapulted across from one side of the room to the other. The scaling is silky smooth as you'd expect.



Proscore

82%

A visually impressive title but why couldn't both games have been included on one CD?



• At last Mega Drive owners can exerience the frantic fighting action of the original arcade game in the comfort of their own homes.





• Fans of all things blood-splattered will be pleased to hear that Probe have included most of the blood from the coin-op.





• Blizzard dishes out the slaps to Armadon. This flea-ridden gorilla has a range of frosty moves that make him the Primal Rage equivalent of *MK*'s Sub Zero. Except without the mask.

Monster mash!

Primal Ra

Move over Mortal Kombat and shove-off Street Fighter, there's a new beat-'em-up on the block and it's out for blood. Sega Pro gets ready to rage!

Everybody walk the dinosaur

Forget other fighting games. When it comes to gory special moves and blood-curdling fatalities, *Primal Rage* has real bite! Take a glance at the powers these barbaric beasts possess and prepare to cower in terror as the new gods take over Urth.

It seems like not a month goes by without yet another one-on-one beat-'em-up arriving in the office. This issue's contender is the stop-motion dino-battler *Primal Rage*. Based on the monster coin-op released last year, *PR* features seven terrifying titans locked in (not so) mortal combat.

Set in the near future, the Earth has been struck by a gigantic meteor resulting in worldwide destruction and the release of seven ancient gods locked in suspended animation. The newly christened Urth prepares for a true clash of titans as the creatures fight it out tooth and claw for supremacy.

Dinosaurs should be massive, thundering full-screen monstrosities.

Each character has a range of vicious attacks as well as special moves with one of the grossest being Chaos's Fart of Fury™! Also, as in the *MK* series, each dino has two fatalities with which to finish off their opponent. Needless to say, these are tricky to pull off

Armadon 1





Blizzard 2





Chaos 3



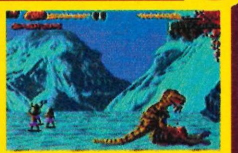


Diablo 4





Sauron 5







● When controlling Blizzard, freeze your opponent and then let rip with a mega punch.



● Chaos sure is a dirty devil. His range of attacks are usually centred around his bodily functions and so he's a big hit in the Sega Pro offices. A word of warning folks, it's best not to try these moves yourself. Yuck!





● A fight ends when either one of you bites the dust or the timer runs out.

● For extra energy during a fight, each dinosaur is capable of eating some of their own human followers. Yum, yum, do they come with chips?







especially with the game's weird control set-up. There are no punch or kick moves as such, instead the controller enables either quick or high attacks to be used.

Developers Probe, responsible for bringing *MK2* to the Mega Drive, have done a decent job with this conversion but, due to limitations, there are plenty of features missing. For a start, the upgrade kit additions have been discarded so kiss good-bye to extra fatalities, more hidden bonus games and the coin-op's title sequence. The size of the dinos is also worrying. Their reduced height and too-few animation frames totally detracts from the idea behind the game. These are supposed to be dinosaurs, they should be massive, thundering full-screen monstrosities. On the plus side, Probe have tightened up the gameplay so at least your opponent turns around when you leap over them. The in-game music and special effects prove once again what a dire sound chip the MD has with unconvincing roars and a lack of true bone-crunching punches.

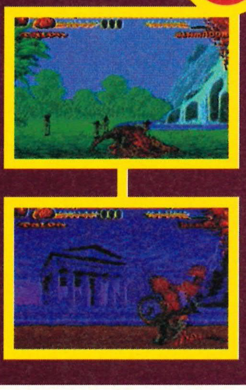
With such a huge selection of fighting games on the market, *Primal Rage* may have a tough time surviving. Let's hope that Time Warner have better luck with the Saturn version.

● **Mat Yeo**

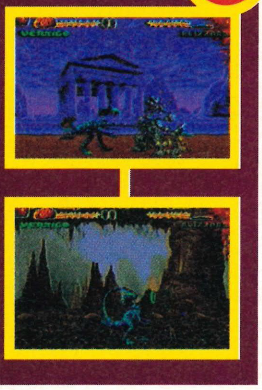


● Vertigo freaks out Blizzard by holding her breath for flamin' ages!

Talon 6

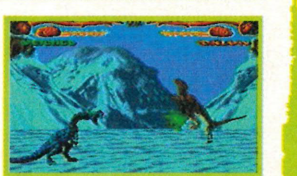


Vertigo 7





● Inflict too much damage to your opponent and they go into 'Bezerk' mode. The battered player is then capable of unleashing devestating attacks on its foe.



Proscore

79

A decidedly average beat-'em-up that falls just short of capturing the frantic fighting action of the coin-op.



● SEGA ● £49.99 ● 1 CD ● August

Creepy, crawly capers in...

Bug!

So the first batch of official Saturn games were okay, but now it's time for a game that stretches the machine a little. Let the 3D antics commence!

Fed up with the usual platform based drivel that many companies call fun and playable games? Would you weep uncontrollably if we mentioned another movie tie-in with the same old levels? Well, if it's something a little different you want then *Bug!* is your fella!

Sega have excelled themselves by taking the traditional platform game formula used in endless titles and giving it a twist — literally! Our little hero can walk left and right, jump and then walk in and out of the screen as well, even up walls if he wants to!

Add to this the strong character of the little chap with zany expressions and a CD full of witty speech samples and then give him some of the most hilarious baddies you've ever seen and you're on to a real winner. From the moment you cram the CD into your Saturn you'll be drooling for level after level of tricky mazes and clever contraptions.

you'll be hard pushed not to wet yourself

All those well trodden terrains are here. Desert, snow, water and grass hold their own special surprises, with six different worlds in all to play around with. Each is of course finished off with a guardian but the way some of these guys look you'll be hard pushed not to wet yourself when you should be blasting them. Snails in hard hats and rocky monsters with bug eyes — I ask you!

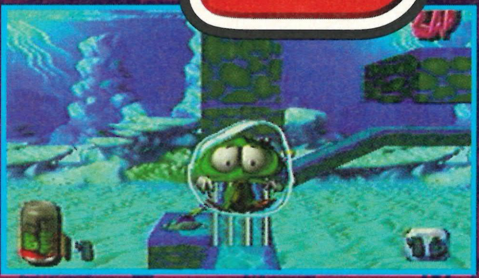


Bug! is without a doubt a visual feast. The 3D trickery is impressive enough in itself but add to this special translucent underwater effects, lots of cool character animation and the specially rendered intro and between level sequences and you've got a veritable banquet! The music and speech are just the icing on the cake!

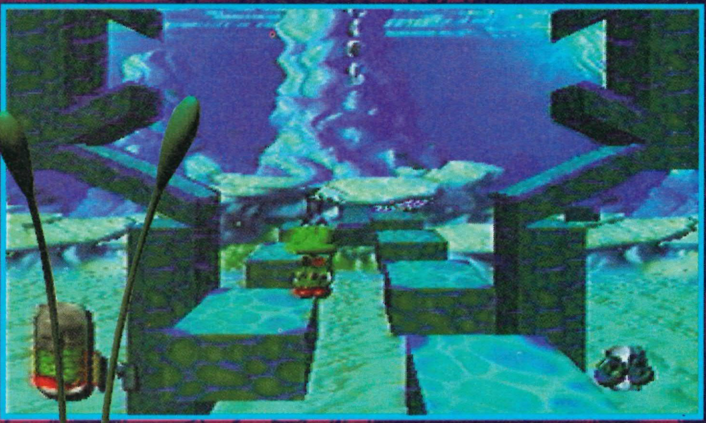
Those platform game fans out there who think they can complete this in five minutes had better think again though. This is one tough cookie — and we couldn't crack it in the short time we had to play. After an all night session world one still stayed uncompleted! Luckily the nice guys at Sega had a special cheat to show us the rest of the game. There are so many places where Bug can die by jumping at the wrong time or getting your move one pixel out, and a lack of restart points that you're really going to have to persevere to get anywhere. Fortunately power-ups are everywhere and even if you do complete the game, there are lots of secrets still to find.

Although *Bug!* is a toughie, this is no reason to count it out. It's still the best platform game available for the Saturn, and who want's to complete a game in five minutes anyway? If there's only one new Saturn game you buy then make it *Bug!*, I guarantee you won't be disappointed — it's a scorcher!

● Nick Roberts



● There's never been a Sega game like this before. *Bug!* features massive 3D landscapes, inventive gameplay and loads of wacky enemies to defeat. Be warned though, this is one platformer you definitely won't be finishing in a few hours.



● Bug's many varied levels include a scorched desert, frozen tundra, volcanic wasteland and even the deep sea. Blimey, I hope he's packed enough pants for the trip.







● The Saturn struts its stuff by zooming in and out of the screen as the levels progress.

Pro Yo!

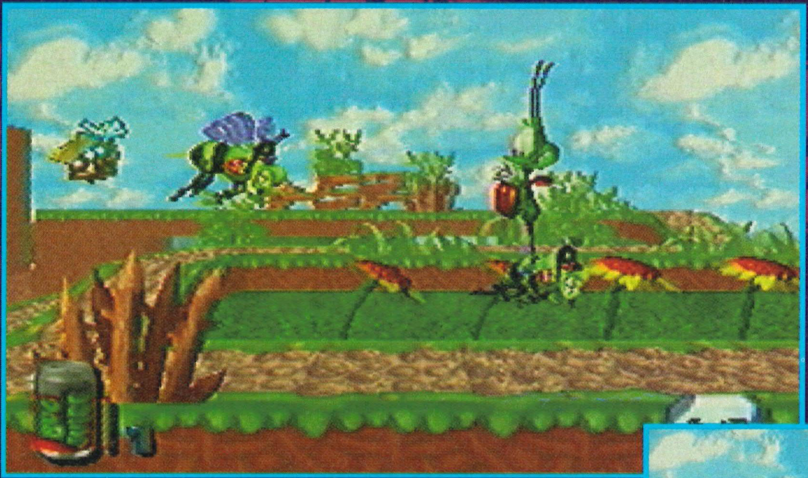


● Whoa, this hairy guardian packs a meaty punch! There's no easy way to stop this end-of-level boss so save your energy and wait for the right moment to strike.



● Initially armed only with a butt-jump attack, Bug may power-up when certain icons are located. Fry your foes friend!





● Our little green pal is able to replenish lost energy by picking up extra Bug Juice. There are only a few containers dotted around each section so use them sparingly.



● Everything's not as it seems in this unique 3D platformer. Sometimes the floor's not where it should be...





● There are many hidden bonuses in *Bug!* To access some of the secret levels, find a gold coin and take it to the funky spider...



● Take a good look at the first boss character in *Bug!*. This slippery customer gives our hero a run for his money with multiple bomb and gun attacks. He may be slow but he's quick on the draw.

The many faces of Bug!

Sega's new hero of platforms is packed with character, Sonic had better watch himself because this guy means business. During the game you'll see the many faces of the little critter including these...

BATTERED
Get duffed up and you'll need to patch Bug up before you can continue!



SMILEY
He's all smiles again and ready to jump back into the level for another go.



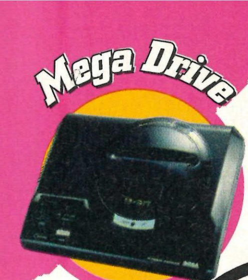
THE (REAR) END
We'll let you work this one out for yourself! Bottoms up!



Proscore

91

Yes, it looks fantastic. Yes, he's really cute. And this is a tough one too! You won't be completing *Bug!* in five minutes.



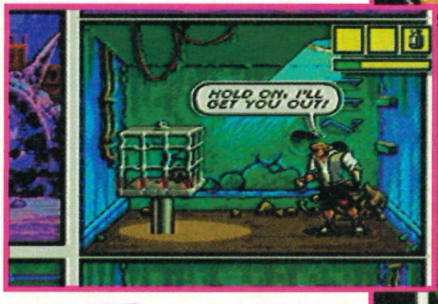
 • Sega • £49.99 • 24 Mbit • September

You've been framed!

Comix Zone

When injustice strikes and evil rears its ugly head, the world turns to an unlikely hero. Prepare to enter Sega's first interactive comic book adventure!

With the gaming public currently obsessed with Sega's 32-bit wonder machine it's encouraging to see that the Mega Drive is still receiving some truly stunning titles. Games such as *Batman & Robin*, *Vectorman* and now *Comix Zone* prove once again that there's still life in the supposedly dwindling 16-bit market and that you don't have to have rendered graphics to become a hit.



Each level takes place on an actual comic book page

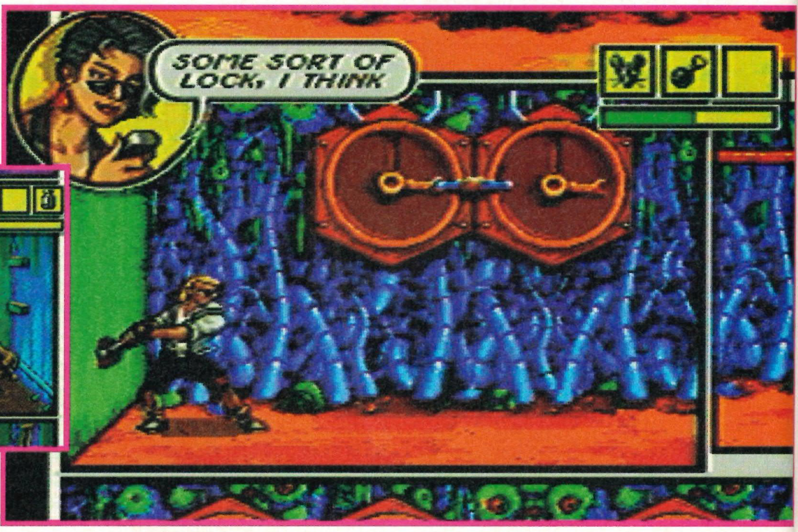
Comix Zone is a solid platform beat-'em-up that could be compared to the likes of *Streets of Rage* but is way ahead in the concept department. Taking on the role of cartoonist Sketch Turner, players venture deep into a strange primary-coloured world with bizarre creatures lurking round every corner. Armed with basic combat moves and a few martial arts attacks, Sketch must battle his way through the deadly comic book world he himself has created. If he fails in this task, an evil character by the name of Mortus will rule the real world forever and our hero will spend eternity in 2D.

Certainly the most unique aspect of this game is that each level takes place on an actual comic book page complete with character dialogue appearing in word balloons and fresh villains being drawn on the page by a gigantic hand. Combat may appear basic but each character has his own attack pattern, requiring players to use all their skill to avoid an energy-sapping defeat. However, it's not all frantic fighting action as Sketch must also use his brains to solve tricky puzzles that hamper his progress. Crack the conundrum and Sketch may be rewarded with a useful item or an easier route to take.

With only one life to rely on, frustration sets in early on and players may find themselves restarting the game more times than they'd like. In Sega's defence it's a good sign that their games are getting tougher as they're often criticised for being far too easy to complete. *Clockwork Knight* take note: this is the way that console platform games should be done!

• **Mat Yeo**

• **Thrown into a dangerous cartoon world he himself has created, Sketch Turner must defeat a powerful dark force and be home in time for tea.**





• **Sketch is helped on his journey by his pet rat, Roadkill and token foxy chick, General Alissa Cyan. The latter appears on screen to provide Sketch with information vital to his survival. But let's face it, you'd do anything if a beautiful woman asked.**

• **As in comic books, all dialogue is in word balloons. If that happened in real life you'd get a shock. I mean, you wouldn't be able to think without everyone looking.**





• **The evil Mortus doodles new enemies for Sketch to face. I hope he gets writers cramp.**





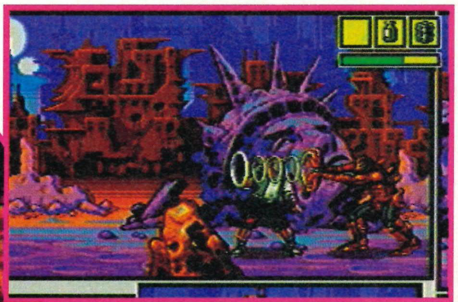


Zone



I wanna tell you a story...

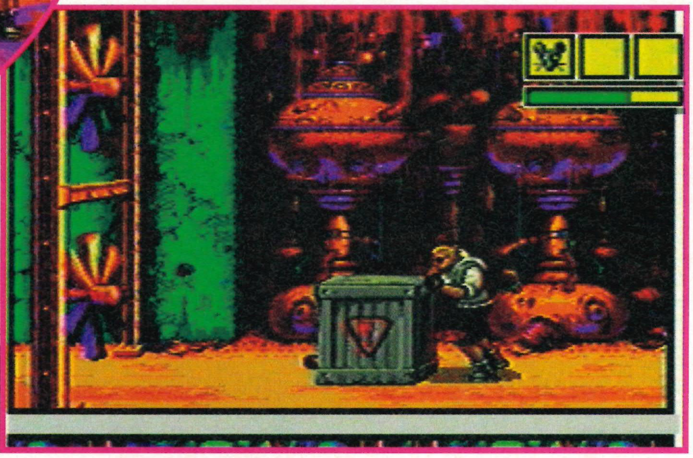
Poor old Sketch. As if life wasn't tough enough with deadlines, nagging editors and artists cramp, he now finds that his creations have come to life. A dark and stormy night kicks off *Comix Zone* as a dimensional barrier is pierced and an evil figure escapes into our world!





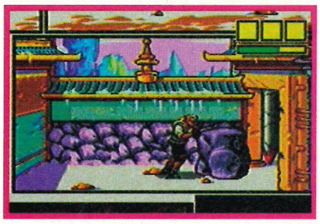
● Hmm... the old Hula Hoop attack. Sketch needs to respond with something a bit more powerful such as the Quaver Uppercut, Frisp Punch or Monster Munch Kick.

● Once in his comic book world, Sketch finds all of his vile creations have been given life. This dude's Sturgil. Yuck!

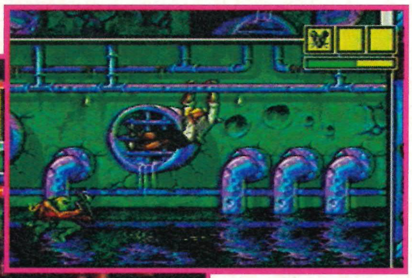


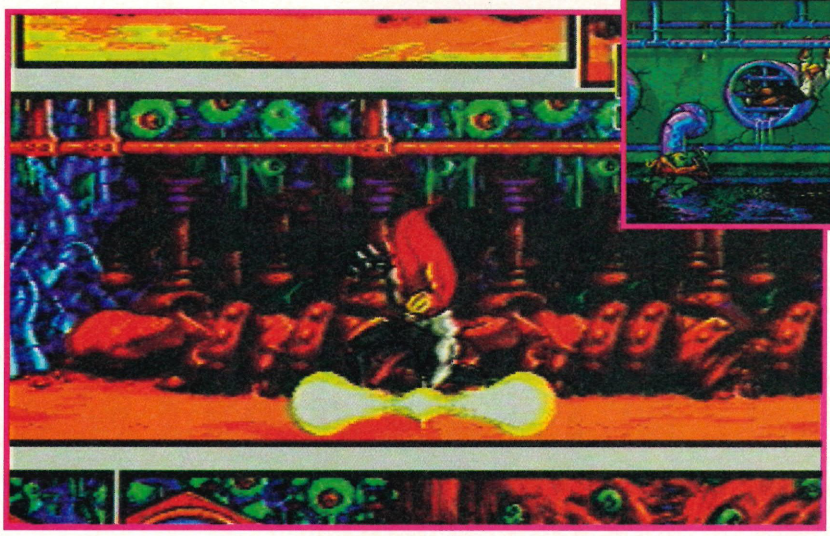


● There are many puzzles packed into *Comix Zone*. This level requires Sketch to push a barrel across, then flick a switch.



● At certain points in the game, Sketch is able to transform himself into a super hero and deliver a power punch.





● Someone sure smells stinky. Sketch takes his brand of justice to the sewers where foul beasties with horrid faces, spiky claws and poor bodily hygiene rule the depths. My advice is to go well armed with a can of Brut and a clean pair of pants.

Proscore

83

Once again Sega come up trumps with an original title guaranteed to give gamers many sleepless nights.



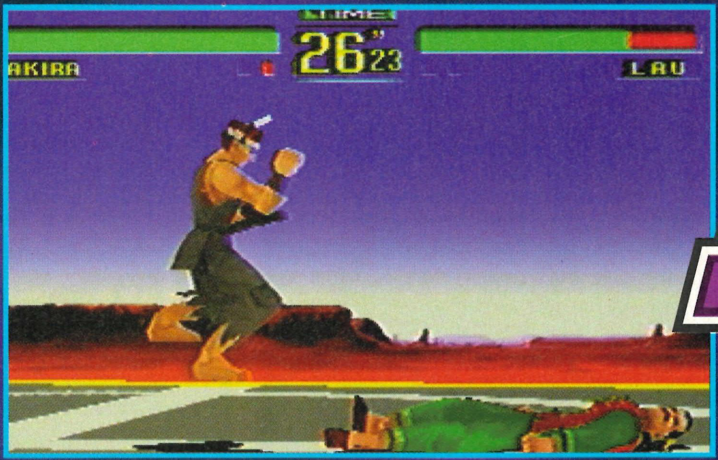
They're back for more!

Virtua Fig Re

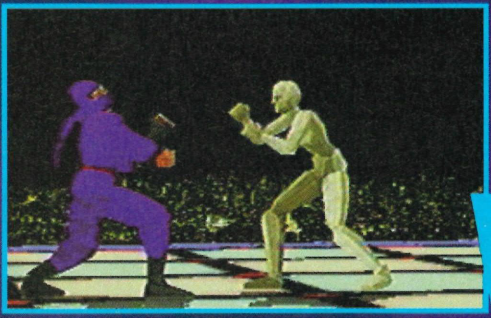
No, it's not a sequel — more of an update. But what an update this is! Sega have worked wonders to bring a more realistic, better looking version of the arcade classic!

Anybody who owns a Saturn will know just how smart *Virtua Fighter* is. Some of the best polygon graphics around are used to full effect, creating realistic sprite animation.

However, it does have its flaws in the form of glitching (parts of the fighters disappear) and the lack of detail on the faces of the fighters. This is where *Virtua Fighter Remix* comes in, and it has everything that we should have seen in the original!



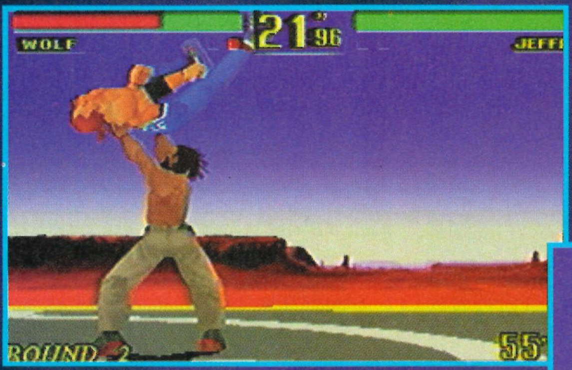
● Poor old Lau just can't take the pace. He should be at home wearing slippers and his most strenuous task should be feeding the cat!

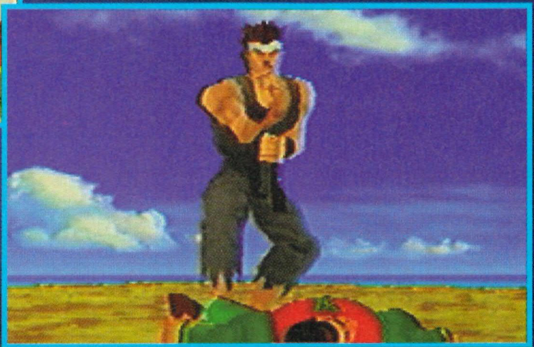


● 'Get back from me you evil white beast!'. In his later years, Casper the friendly ghost had a really nasty streak.

All of the fighters are here, but the polygons have been enhanced and every character now looks and moves in a more convincing fashion. On the character selection screen, the fighters have a more cartoon like appearance, and the movement is now more fluid, with no graphical glitching.

Every character looks and moves in a more convincing fashion.





● She flies through the air with the greatest of ease, that silly young fighter with a taste for old cheese.



Nothing compares to you!

Here is a comparison between the faces of the fighters from the original *Virtua Fighter* to those from the new *Remix* version. There's more detail to be seen in them this time, not to mention on the in-game sprites themselves!





● This game is just a stop-gap between *VF* and *VFII*. But we don't care when it looks and plays this good!



● Girl-on-girl catty fighting action! What more could you want from a console game? With the enhanced graphics in this version you have the ultimate *VF* game — for now.

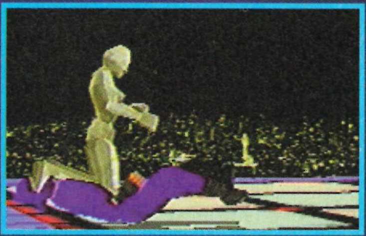
hter
mix



● It's nice to see cake decorating being taken seriously outside the baking industry. Here we can see the design from the top of a Mr Kipling bakewell tart used on Pai's outfit. I bet she tastes good too!



● As we can see in these two shots, there's never any need for shoe shine machines in *Virtua Fighter*.

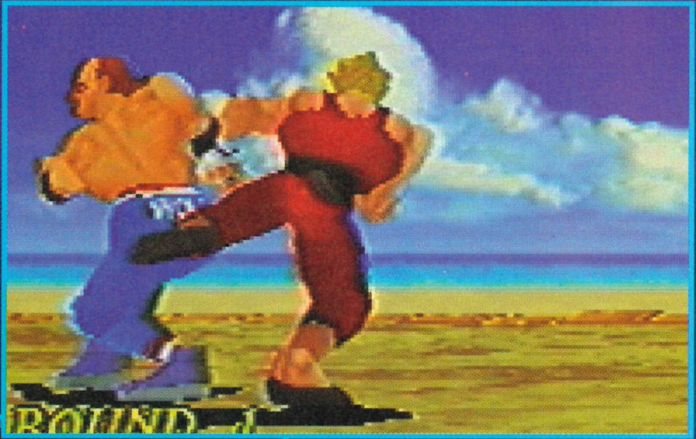


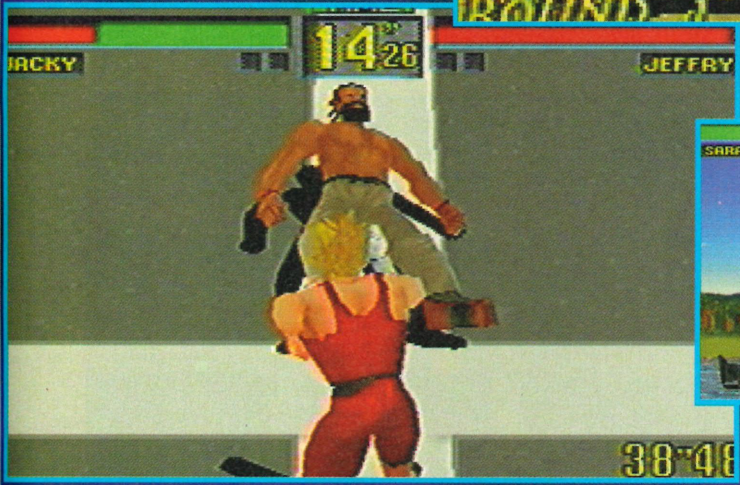
Countless moves, 700 of them in fact (hold on, you've counted them — Nick!), are waiting to be discovered, and pulling off a special move looks so much better now that the graphics have been reworked. The replay now looks much smoother, with different camera angles giving a good all round view of the last few moves.

None of the playability has been lost in this conversion and it felt so much better to play. What else can be said? A top notch update with all the addictiveness and gameplay that works so well with *Virtua Fighter*. I love it, everyone else at Sega Pro loves it, so we can't recommend it enough. A must for all beat-'em-up fans!

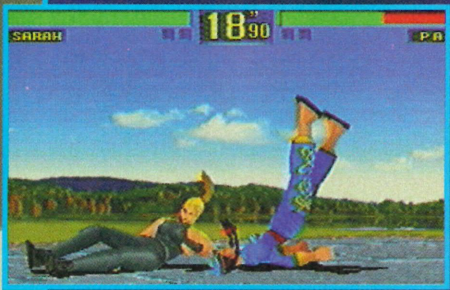
● **Steve Hardy**

● It's a sad fact that most of the Virtua Fighter characters don't get to bed early enough at night. You'll often find them taking a quick 40 winks before the next fight. Let that be a warning to you!





● Oh, nice one my son. Go on, kick him in the goolies now, that'll really show him who's boss.

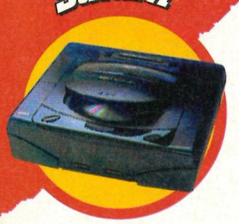


● May I interest you in a facial madam? How about a facial where I smash your head into the concrete?

Proscore

92

In terms of gameplay this isn't radically different from the first game, but it is graphically stunning and instantly playable.



Saturn

Review ● Capcom ● £64.99 ● 1 CD ● Import

Digitised daftness!

Street Fighter The Movie

Okay, so the movie was a flop but Capcom could still save the day with their coin-op conversion of *Street Fighter: The Movie*. Then again maybe not...

When *Street Fighter: The Movie* hit the big screen it was hailed a complete disaster by film audiences the world over. But to tell you the truth I quite liked it. Sure, there was no plot, poor special effects and wooden acting but on the other hand, how many times are we going to get to see Kylie Minogue in a skimpy gym slip?

To cash in on the movie, Capcom wisely produced an arcade game that featured digitised *MK* style images of the movie's actors added to the now classic *SFII* game engine. The Saturn conversion has just landed on my desk and I'm happy to tell you that it's virtually arcade perfect... virtually.

See Kylie Minogue in a skimpy gym slip!

For a start, Blade and Akuma are now hidden characters being replaced by Blanka and Dee-Jay. Also for some reason, Capcom have removed all the coin-op's backgrounds and reshot them. The home version even has some unique play modes that weren't in the coin-op. Included are: Movie Battle, following the plot of the film; Street Battle, a two player mode; Versus Battle, a two player variation and Trial Battle, enabling fighters to hone their skills before entering combat.

Capcom have certainly learnt from past games and honed the *SFII* engine to perfection with *The Movie* game. All 14 characters have a complete range of arcade moves as well as super moves, multiple hit combos and their own specific endings. On the down side we've seen this all before. While other companies push back the boundaries of fighting games (*Virtua Fighter, MK3, Toh Shin Den)* Capcom seem happy to rehash and rerelease the same formula game over and over again. Hey, how's about *SFIII* guys?

Don't get me wrong, *SFTM* is extremely playable, looks good and packs a solid punch but then again so did the SNES version. I'd recommend buying this but gamers may want to save their pennies for Capcom's next treats: *X-Men, Nightwarriors* and more of the same with *Street Fighter Legends*.

● **Mat Yeo**

● ***Street Fighter: The Movie*** **features the film's actors shot against a blue screen then digitised. Computer-generated special effects were added, giving the illusion of special moves such as Bison's Psycho Crusher.**







● **Chun Li lets rip with a powerful fireball. Note Blanka in the background.**

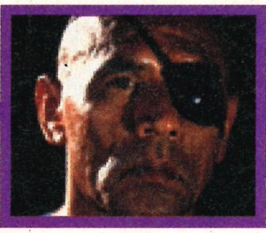




● **Dee Jay is an added character who never appeared in the coin-op.**





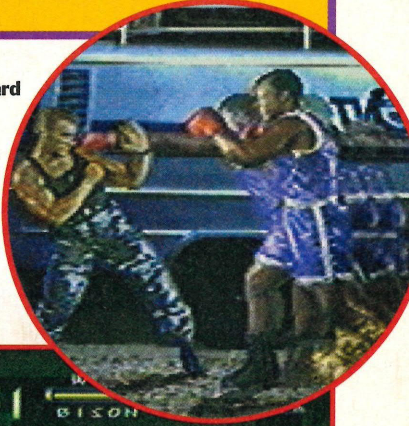




hter:
ovie

Film Fighters

Street Fighter: The Movie is set in the war-torn city state of Shadowloo. The evil General M Bison has taken 80 western citizens hostage and is demanding $1 billion in ransom money. To save the day, the UN sends in a special task force under the command of Colonel William F Guile. Guile soon has his work cut out for him as Bison tightens his grip on the country. To put a stop to this madman, Guile decides to put together a team of street-tough fighters will infiltrate Bison's hidden jungle fortress. Will they manage to save the day and free the hostages?That's up to you!



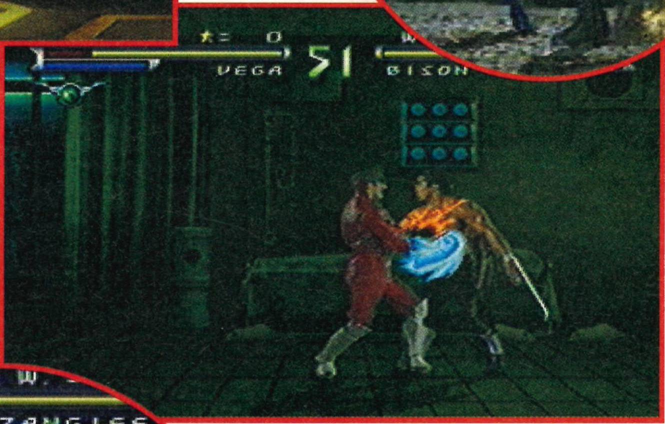


● Each fighter has the standard range of SFII moves with the added addition of Super Moves, performed when the super bar is full and flashing.

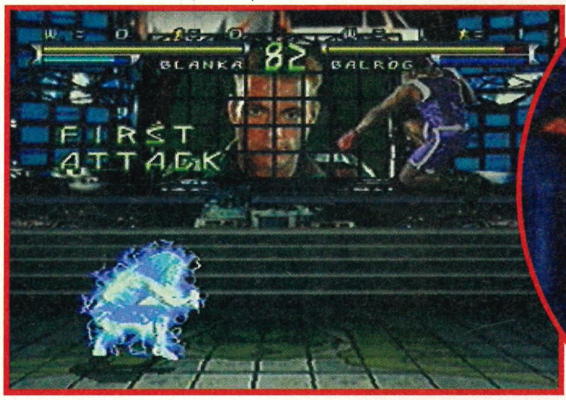


● At last, a game that features Kylie Minogue! That's gotta be every grown man's dream.

● Ken gives Zangief some grief as the big Ruskie moves in for the kill. Check out the cute elephants in the distance. Aaah...



● Players score points for First Attacks, Reversals, Recoveries, Combos and Super Finish KOs.





● It's a shame this was Raul Julia's last movie. He was a crackin' actor and was brilliant as Gomez in *The Addams Family*.

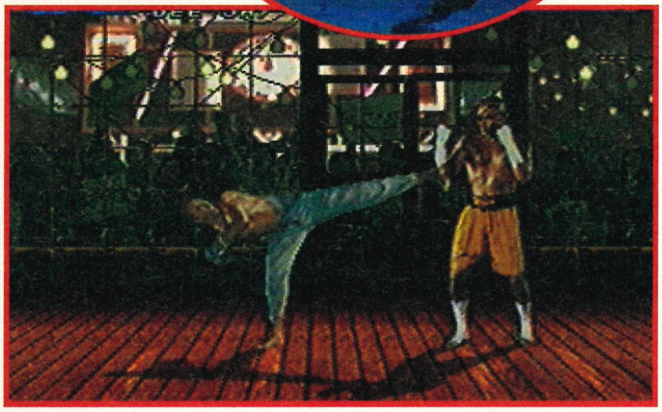
Proscore

88

The Saturn gains yet another beat-'em-up but Capcom need a few new ideas. A decent conversion folks.

World Warriors

There are 14 selectable fighters in *Street Fighter: The Movie*, with Blade and Akuma available if you know the secret cheat (hint: keep on eye on ProTips). Character moves are identical to standard SF games with the addition of improved Super Moves for all combatants.



Saturn

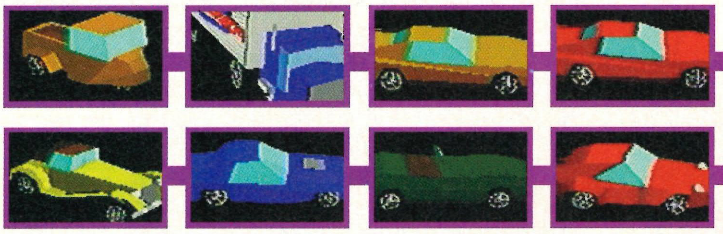
Review ● Time Warner Interactive ● £59.99 ● 1 CD ● Import

Wahahahaha!



Race Drivin'

Those jolly japesters at Time Warner, eh? What a bunch of crazy guys! They've decided to make a conversion of the 'classic' arcade game *Race Drivin'* to the Saturn! Har, har...

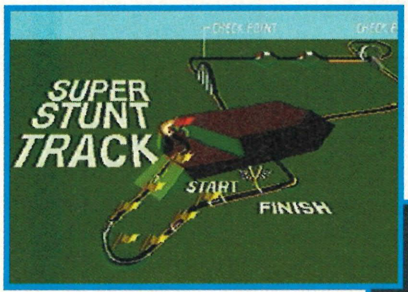


Skodas, Ladas and Robin Reliants!

So bloomin' what if you have a choice of different vehicles to drive around the courses? You won't be able to steer any of them anyway!



● Believe it or not, I'm actually driving a milk-float up a loop-the-loop at the moment!





● Notice how the car seems to miraculously stick to the track? Wow, if only that happened in real life.

Take one quick glance at these screenshots. Have a sneaky peek at the final score. Try to control your laughter.

The Saturn is the future of Sega gaming world-wide, with the financial hopes of many companies riding on the back of it. Millions of pounds have already been spent on advertising, drumming the message into our heads... buy the Saturn! Buy the Saturn!

Race Drivin' first appeared in the arcades a good five years ago. The sequel to the utterly dire *Hard Drivin'*, *Race* promised to be faster, more exciting and a sure-fire hit. It wasn't. In fact, it was a total flop.

So why then, in this day and age, why have Time Warner decided to convert this appalling game onto the Saturn? Are they mad? Surely they knew how bad the game was. Surely the play testers said something?! That is, if they actually bothered to hire any in the first place.

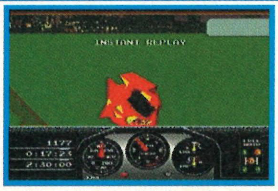
Everything about this game sucks, basically. Everything from the half-hearted supermarket music that plays on in the background whilst you're *supposedly* thundering along at 100 mph (believe me, it's more like 5!), to the fact that we have a driving game where it's virtually impossible to steer the car! I mean, come on TW — SORT IT OUT! Not only are you ripping off the good people of this world and giving the Saturn a bad name, you're also making yourselves a laughing stock in the process. Not exactly an intelligent move. Needless to say, there won't be an official UK release of this (we hope)!

● Mark Pilkington

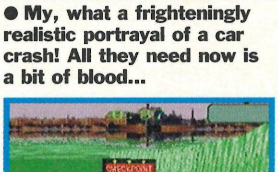
Are they mad?



● Even my monitor has cracked under the strain of having to display this poor excuse for a game!



● My, what a frighteningly realistic portrayal of a car crash! All they need now is a bit of blood...

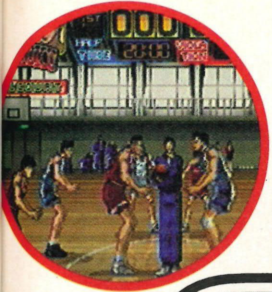


● ...and I thought Jaguar games were bad! Hunt this game down in the shops and put it out of its misery!

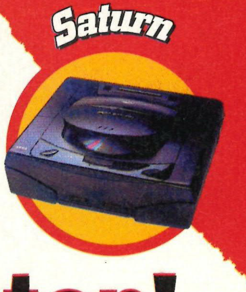
Proscore

03

Why oh why have they bothered converting this? It's as good as a one-legged man in a butt kicking contest!



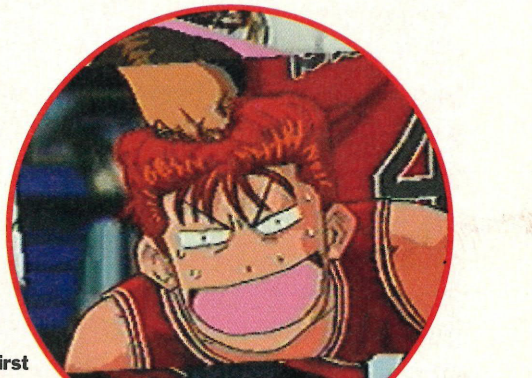
● Bandai ● £69.99 ● 1 CD ● Import



Put some spring in your step!

Slam Dunk

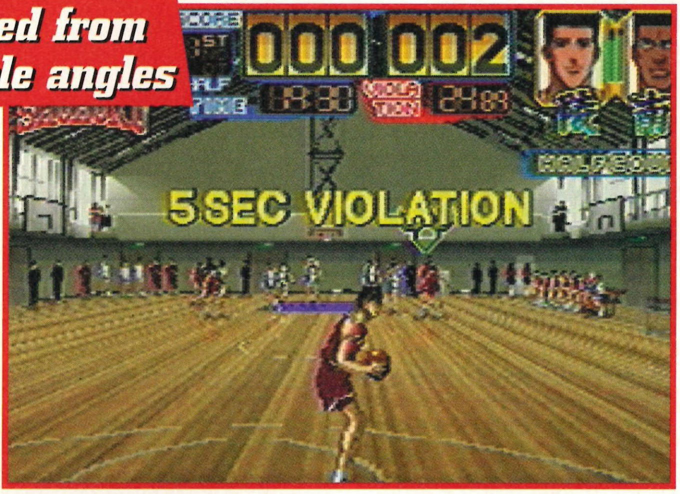
The wonder of Japanese Anime animation is with us again in the form of this basketball game for the Saturn. Will it be an *NBA Jam* beater?

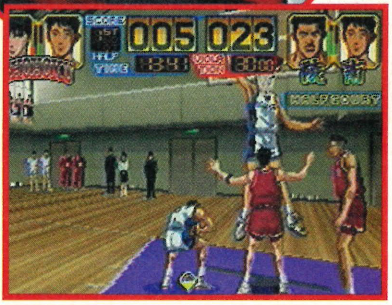


The court is viewed from multiple angles

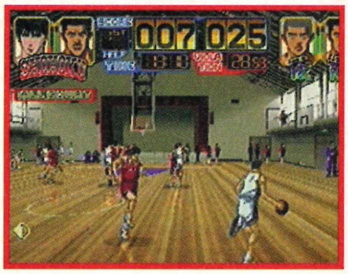
The first thing that hit me with *Slam Dunk* was its unique animation style — it certainly stands out from other basketball games. It's based on the hit cartoon series which follows the exploits of some high school basketball players, one of which is called Basket Man (oh dear). There is actually a story to all this which comes in the form of some great FMV, but I'm not fluent in Japanese and it doesn't matter anyway.

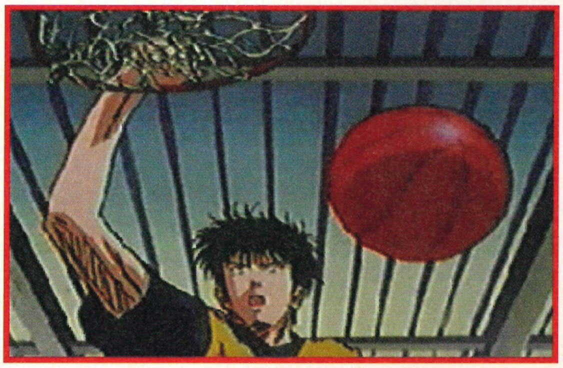
● How many Japanese kids have had their first snog in this school hall? Fwoor!





● The players go a little pixelated at times, but the animation is pretty cool.





All you need to know is that this takes place on a court inside a school hall, complete with a stage in the background. A versus mode is available, as well as loads of options to assign positions to your players, and change team tactics to create the perfect defence. The court is viewed from multiple angles and it all looks very impressive. Many different sound effects recreate the fast paced action of a basketball game, right down to the chants of your supporters and the squeak of the players' basketball shoes on the polished indoor court.

Unfortunately it soon becomes difficult to work out which player you're controlling in the thick of the action, and the camera angles can switch so fast that everything becomes confusing. Still, it kept us playing away for ages, and it is a bit more polished and responsive than *Charles Barkley's Shut up and Jam* or the disappointing *NBA Live '95* on Mega Drive.

● **Steve Hardy**

Proscore

55

Not too bad as basketball games go, but suffers from excessive use of different camera angles. Stick with *NBA Jam*!

Contact: The Video Game Centre on 01202 527314.



Review

● Sunsoft ● £29.99 ● 16 Mbit



Aero The Acro-Bat 2



The Dark Knight returns?!

He's back! After enjoying a healthy dollop of success with his first outing, Aero returns to finish off the job he started — to rid the world of the evil Edgar Ektor once and for all...

Platform games, platform games, platform games. There's enough of them, aren't there? And to make matters worse, once you've seen one of them, you've seen them all. Just by looking at the screenshots, you can read the gameplay like a book...

You control the little bat. You run and jump along the platforms. You kill the baddies. You collect all of the bonus goodies. You make it to the end of the level. You start the next one. You repeat until your brain drops out!

It's the same old platform formula — run, jump and collect. Ho-hum. Everyone from your kid brother to your Aunty Ethyl's played a game like this. On the originality stakes, Aero's hit rock bottom. If you're new to the Mega Drive scene though, this might just appeal to you.

> *It's the same old platform formula*

There's certainly plenty of levels to trek through (a massive 45 of them, in fact!) and the screen is always busy with things to do — something which bugged his first adventure. Sunsoft have defiantly sat up and taken notice of their mistakes from the first time around, and had they released this game about a year ago now, maybe I wouldn't have been so harsh on it. Who knows?

A nice attempt, Sunsoft, but it misses the mark slightly.

● **Mark Pilkington**



● The bells, the bells! Did I tell you Aero does a great Quasimodo impression as well?



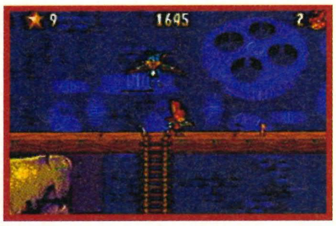
● Bats and cogs have never got on well togther, as this screenshot proves!

● This is packed with gameplay styles, but sadly we've seen it all before.



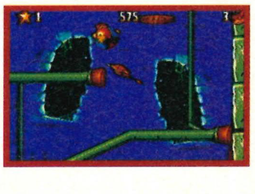
● Pick a cup, any cup. One's got purified pigs in it and the other beer!





● Aero's got a vampire-movie reject on his tail... teach him a lesson in bat-manners!

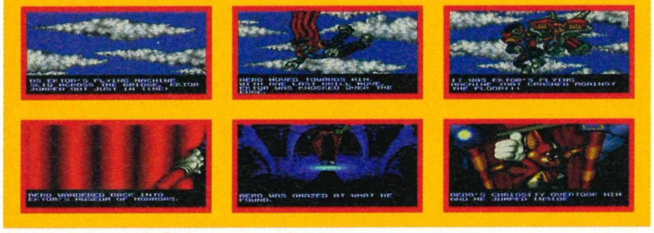




● Wheeeee! Aero takes to the air with the greatest of ease, intent on bashing that baddie.

I wanna tell ya a story...

Just to update you on the story so far, here're some clips from the game intro...



Proscore

67

Quite a good game really, but I just can't see who's going to buy something like this these days. Unoriginal.

● Sunsoft ● £49.99 ● 1 CD ● Import

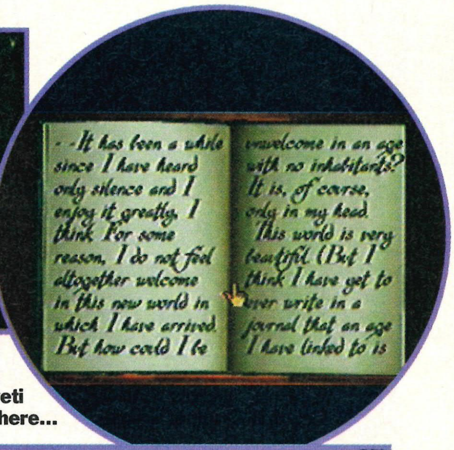
It's getting a bit foggy in here!



● A red pulley? Hmm, I wonder what that does. Oh, what the hey, there's only one way to find out, isn't there?



● A forest. I'll bet you my last Rolo there's a yeti in here somewhere...



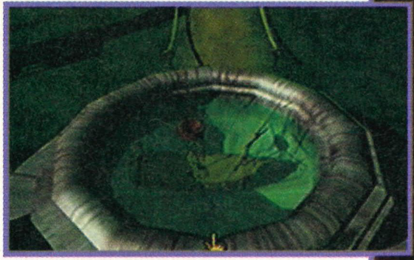
Myst



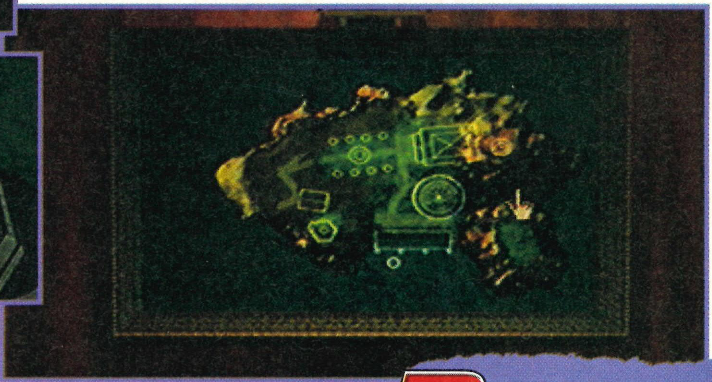


● A copy of Fly Fishing by JR Hartley? No such luck!

The wonders of modern technology — they can now put a collection of postcards on a CD and call it a game! Let's see if Aunt Mildred enjoyed Clacton...



● What's that supposed to be?! Any ideas anyone? The best answer on a postcard wins a pile of rubbish from around the office!



● A map — always a handy thing to have around just in case you ever get lost. A common occurance after four pints for me... Doh!

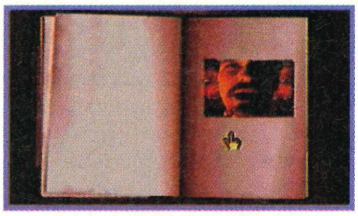
I've heard all about *Myst*. Heard how those sad PC types spend days (and nights) on end playing it. Not content until they've explored every nook and cranny, talked to every single character and picked up and used every available item. A tragic case of computer game addiction.

They say that *Myst* is the world that will become YOUR world. Hmm, maybe that explains why PC owners are always disappearing on us then! Until recently I thought it was just another boring CD-ROM title — but I couldn't have been further from the truth! Having now actually played the game on the Saturn, I must admit this is half-decent.

As with the PC version, the lack of scrolling (you just seem to miraculously jump from location to location) and speed are the main bugbears. I'm sure it wouldn't be pushing the Saturn too much to beef things up slightly, but no — it looks like we're still stuck in the dark ages with this one. Then again, if you like you adventure games, you're not exactly going to be bothered by its technical prowess, are you?

> *you just seem to miraculously jump from location to location*

The goal is to travel to four different worlds, collect little red or blue pieces of paper and get back. Each time you return to the starting world with a piece of paper you must put it in the book of the same colour, found in the library. It sounds easy but believe me it ain't!



● HELP ME! I'm trapped in this book! WAAAAAH!

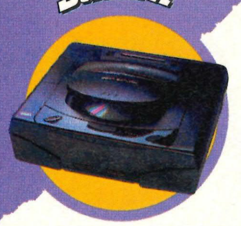
If you like your games with a bit of action and fighting in them, then you might find playing *Myst* a bit boring. Then again, hundreds of PC owners world-wide swear by it, so maybe this could be the game for you! Give it a go.

● **Mark Pilkington**

Proscore

67

Not bad. Not bad at all. Well worth considering if you're into adventure games. You could cut the atmosphere in this with a knife!



● Imagineer ● £69.99 ● 1 CD ● Import

Beach ball bouncing in...

Virtual Volleyball

Volleyball is a fairly simple sport, so how will it convert to the up to date 32-bit Saturn? Get ready for some polygon tossing action!

More and more Saturn games are using polygons to enhance the reality of the graphics. Just take a look at *Virtua Fighter*, *Virtua Cop* and *Daytona USA*! Now, *Virtual Volleyball* gives you the chance to partake in what is becoming an increasingly more popular sport, especially on the beach in the Summertime.

This version actually takes place on an indoor court. There are plenty of options, with plenty of teams to choose from (but good old Great Britain is missing) and everything looks impressive thanks to the fast polygon update.

However, as soon as I started playing there was a cry of 'Doh!' around the office! 'Why', I hear you ask.

Well for starters it's too difficult to control your team. When the ball comes into your side of the court all that's required is a random pressing of the buttons and a whole lot of luck to keep it up in the air. Then hopefully you can smash it into the opposition's court, although the hands of each player never seem to touch the ball! The viewpoint frequently changes and the screen jerks far too often, making it almost impossible to judge where the ball is going to go. On my first attempt, I lost about five points due to this.

> **Volleyball fans will probably want to give this a go.**

To be playable games need to be smooth and responsive. Unfortunately *Virtual Volleyball* is neither. Volleyball fans will probably want to give this a go, but for everybody else the attraction will wear off after a few minutes of play. If this had retained all the smoothness of *Daytona USA* or *Clockwork Knight* we could have had a really playable and original game. As it stands, this is just too unplayable for its own good and is let down by poor controls.

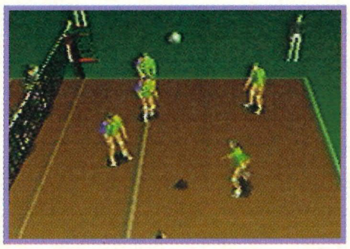
● **Steve Hardy**



● You get various viewpoints in the game — but they're all unplayable!

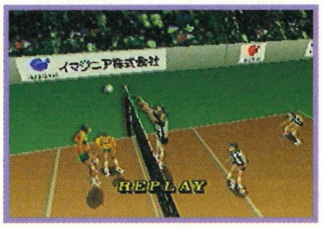


● I mean to say... try hitting a ball while watching at this angle — it's impossible!





● You never actually touch the ball in this game — original!



● Imagineer — a top quality software company you can trust.





● Watch out lads! With a chest like that he must be some relation of Robocop!

Proscore

39%

This had the potential to be a top quality sports simulation but bad programming and awful looking players make you want to switch off immediately.



● SEGA ● £1 per credit ● Out now

Spoke spinners!

Cool Riders

Pump up the tyres, slip on a helmet and prepare to race some of the weirdest tracks in the world. Bikes are roaring into the arcades in true Sega style!

Sega have gone racing mad down at the arcades. They kicked off years ago with the brilliant *Out Run* and *Enduro Racer* games and then had massive hits with *Daytona USA* and *Sega Rally*. The latest addition to their racing arena is *Cool Riders* with eight different bikes to choose from.

They're all here, from the naffest peddle bikes to scooters and real road ripping machines with wide wheels. Stages are set out in the traditional Sega way with junctions having three choices taking you off around the world. Each has unique scenery and obstacles from the jumping fish at the Niagra Falls to big red buses in London, a total of 50 stages.

Scenery is made up of slabs of graphics which look awful

This may all sound very exciting but compared to the technical brilliance of the AM3 classic *Sega Rally* this looks like a naff 8-bit console game. Scenery is made from of slabs of graphics which look awful as they fly towards the screen. There's no realism to the racing — your bike and rider can jump higher than the Golden Gate bridge and land without even flinching and you can clip as many cars and road sides as you like without crashing.

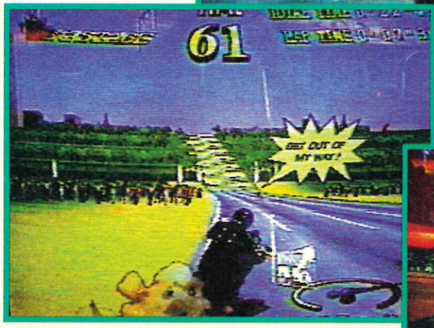
Cool Riders is a step back for Sega, don't encourage them to produce such naff games, play *Sega Rally* instead!

● **Nick Roberts**

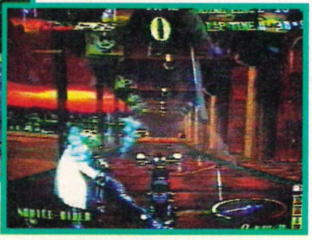
Cool Riders is playable at Sega World, Bournemouth.



● **If you ever get yourself a motorbike (not that we recommend you do), and go out driving on American roads, always beware of giant OUCH! signs. They wonder all over the US, looking for unsuspecting victims. It's true I tells ya!**



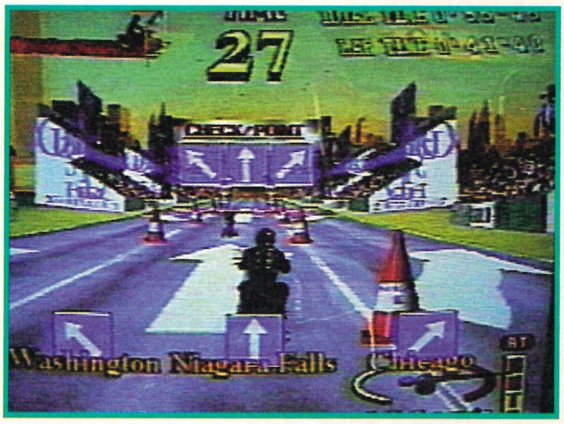
● **How do I make this game look more exciting? I know, let's do a skid!**



● **This is a step back for Sega, we finished with these graphics years ago. They must try harder!**

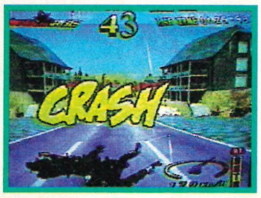


● **Hmm. Leather jacket, leather trousers, dark shades and a handle-bar moustache. Now I'm ready for the Village People reunion dinner.**



● **Yes, in true Sega style this game has many checkpoints. Which way to go though?**





● **Did you know that bike tyres have a habit of burting if you jump out of a helicopter on your bike. This guy obviously doesn't. Call 999!**



● **Interesting facts about motorbikes... They have two wheels; Judge Dredd rides a big one; They don't run on orange juice; They were made world famous by CHiPS (California Highway Patrol).**



Proscore

46

Occasionally Sega come up with a real arcade dog, and this is a right woofer. Let's hope they don't come out with a Saturn conversion!

Have we got a t'rrific treat for you or what? As you already know, we here at Sega Pro bring you the best competitions every month and our 50th issue is no exception. Up for grabs are a ton of top new videos packed to the brim with thrills, spills and edge of the seat excitement. Let's take a look at what's on our prize-packed conveyor belt tonight...

ACTION AND ANIMATION

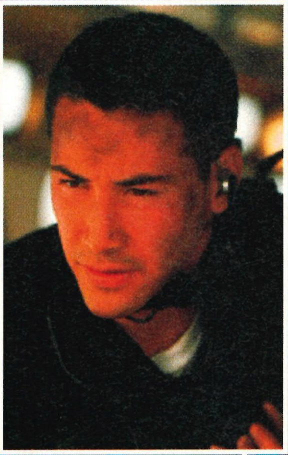




2 x The Lion King videos & 3 cool T-Shirts

Last year's massive Disney hit finally arrives on video. This fantastic family film follows the adventures of a young lion cub, Simba as he learns what it takes to become King of the jungle. Featuring a stunning combination of breathtaking animation, inspired music and unforgettable characters, *The Lion King* is a modern masterpiece and hits the shops on 20th September priced £16.99. Although Nick bought a copy when he was in Florida in March.

5 x Widescreen Speed videos



Keanu Reeves, Sandra Bullock and Dennis Hopper all star in this action-packed adventure movie courtesy of Fox Video. When a madman places a bomb on a bus that will detonate unless the vehicle stays above 50 mph, LAPD SWAT cop Jack Traven finds himself in for the ride of his life! *Speed* is available to buy on September 4th in both full screen (£14.99) and widescreen (£15.99) with both editions featuring extra footage.

5 x Robocop 3 videos

Columbia TriStar Video have five copies of *Robocop 3* featuring Robert Burke as the futuristic lawman. Battling crime in Old Detroit, Robocop begins to question his loyalties when the Omni Corporation attempts to clean up the cities slum areas. Robo teams up with a young computer hacker to battle injustice and even gains a cool jetpack. Definitely one to watch! *Robocop 3* is available to buy from all good video retailers from Monday August 14th.



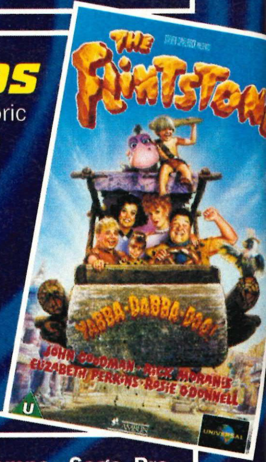
Not bad, eh? Okay, to win one of these much-sought after goodies just answer the simple question below and jot it down on a postcard or sealed-down envelope...

Which of the above films won two Oscars, three Golden Globe Awards and four Grammys? Was it:

A. Speed
B. The Lion King
C. Robocop 3
D. The Flintstones

5 Flintstones videos

Yabba-dabba-doo! Everyone's favourite prehistoric pals hit the small screen courtesy of CIC Video with a hilarious live-action comedy featuring John Goodman as Fred Flintstone, Rick Moranis as Barney Rubble and an all-star cast of extras. Steven Spielrock produced this hit movie and fans of the original cartoon will thrill to the sights and sounds of Bedrock '90s style. Also features the B52s as a wacky rock group and a guest appearance by Elizabeth Taylor!



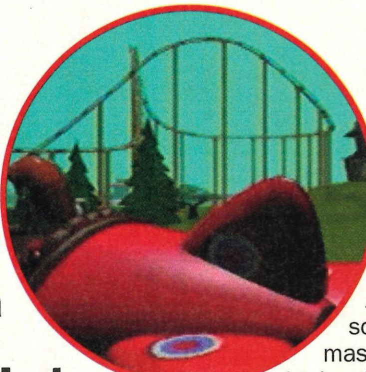
Send your entries to: **Action & Animation Compo, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** Our top celebrity guest prize-picker this month is none other than Nana Maskouri. Once she stops wailing we'll get her to choose 25 winners at random. Entries need to reach us by October 5th.

Thanks to Eddie Kerridge at Countrywide Communications, CIC video, Sarah Robb at Consolidated Communications, Disney Home Video, Sarah at Columbia Tri-Star, Kevin Redfern at DSA Ltd and Fox Video. Cheers!

All the tips and cheats you can eat!

Protips

September. A month when many of you will be going back to school. A dreaded month. A month which some will wish never existed. Unfortunately, as a mature (pardon?!) working person, I can honestly say that things don't improve much when you finally leave school and start working. How many times have you heard your Mum and Dad moaning about work? Are they ever in a good mood come Monday morning? Take my advice, party people — make the most of school whilst you can: it's a hell of a lot better than a boring nine to five job! Unless, of course, you happen to work for Sega Pro...



Theme Park

Mega Drive

● **Mega bucks**

Always one for a day out at Alton Towers or Chessington, reader **Darren Coleman** from Derbyshire has managed to come up with a great Password which gives you loads of money. Just enter **8AAACAA9999** on the Password screen and you will be in possession of a massive **£1, 048, 575**. World domination should be imminent!

Fever Pitch Soccer



● **Codes**

Thomas Hogg from York has only gone and sent the whole set of Fever Pitch codes in hasn't he?! Great, now I've got to bloody type them all out. Fun!

Mega Drive

ASIA

WBBBBBBGBCIUX = IRAN
WBBBBBLBBDBUB = UAE
WBBBBBLMUGMNC = AUSTRALIA
WBBBBBLRVHVX4 = JAPAN
WBBBVBLIXJC6Z = SOUTH KOREA
WBBBVBLNXNLL8 = TUNISIA
WBBBVISXPWVZ = GHANA
WBBHVBLCDRB4G = EGYPT
WBBHVBLHDSBDN = MORROCCO
WBBHVBLZVWC6G = ZAMBIA
WBBHVBL5XVVX = IVORY



COAST

WBBHVBLNXTMNL = CAMEROON

AMERICAS

WBBHVJLGV4VVB = ECUADOR
WBBHVJLBV1MLN = COSTA RICA
WBBHVJLLVST4N = USA
WBBHVJLQV6CD8 = COLUMBIA
WBBHVJLVV7BN8 = URUGUAY
WBBHVJLZU8BX4 = MEXICO
WBBHVJL4VBL64 = BRAZIL

EUROPE

WBBHV+LCDGWL6 = SCOTLAND
WBBHV+LKBHBUB = AUSTRIA
WBBHV+LPBJM44 = EIRE
WBBHV+L+BKVDQ = RUSSIA
WBB9V+LMXQMX2 = DENMARK
WBB9V+LMXQMX2 = SWEDEN
WBB9V+LRXZV62 = GERMANY
WBB9V+LY1C6S = ALL-STARS

Send in yer tips 'n' cheats 'n' stuff...

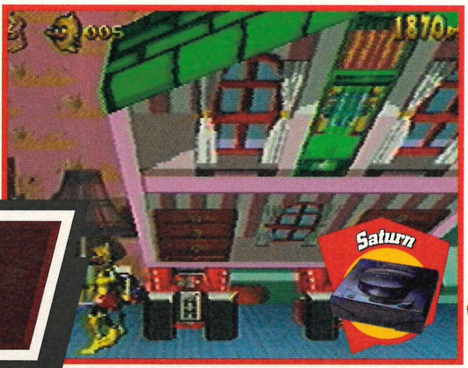
Cor blimey, you lot certainly like yer bloomin' Sega games, don'tcha? In fact, I bet you've got loadsa tips 'n' cheats 'n' stuff to send in to me, eh? Well, you can bung 'em all in the post to this address: **ProTips, Sega Pro, Paragon Publishing, Paragon House, St Peters rd, Bournemouth BH1 2JS**. Make mine a pie 'n' mash, mate! 'Ave a giraffe!

Top prizes, ahoy!

Richard Eddy, top Codemasters PR geezer, has donated five Pete Sampras T-shirts to the lucky winners of this month's top Protips. They're winging their way through the post even as we speak, so wear them with pride, people!



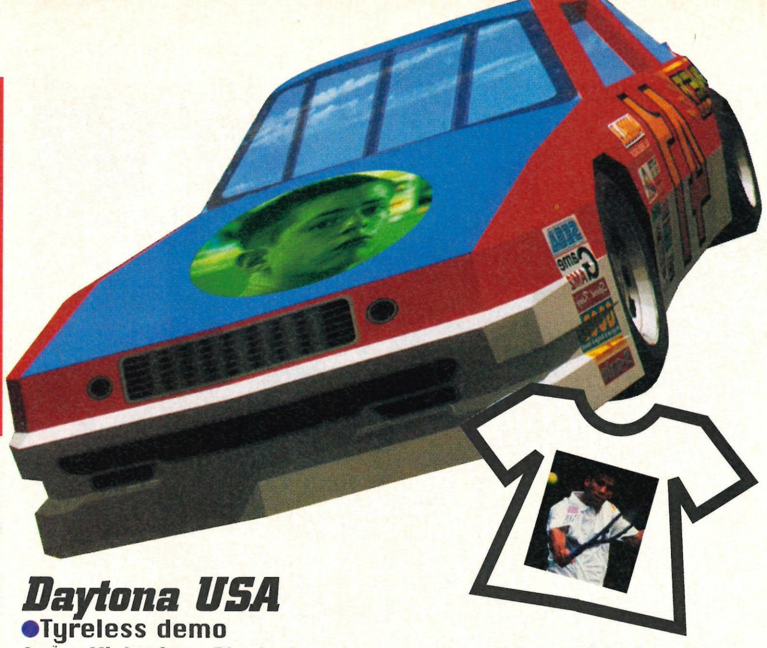




Clockwork Knight

● **999 lives**

Nicholas Barclay from Dorset has also discovered an excellent cheat for this already quite easy Saturn platformer. It enables you to play the game with a huge 999 lives! Simply go to the title screen and press Up nine times, Right nine times, Down six times, Left seven times, Z, X, Y, Y, Y and Z. Now start the game as usual.



Daytona USA

● **Tyreless demo**

Jason Hicks from Birmingham has come up with possibly the most useless cheat ever. It allows you to watch the rolling demo with tyreless cars. One question for you Jase: why? You too can see the futility of it all for yourself by beginning a new game and entering the pit lane. When the tyres are taken away from your car press A, B, C and Start to reset the game. Now watch the demo.



The Story of Thor

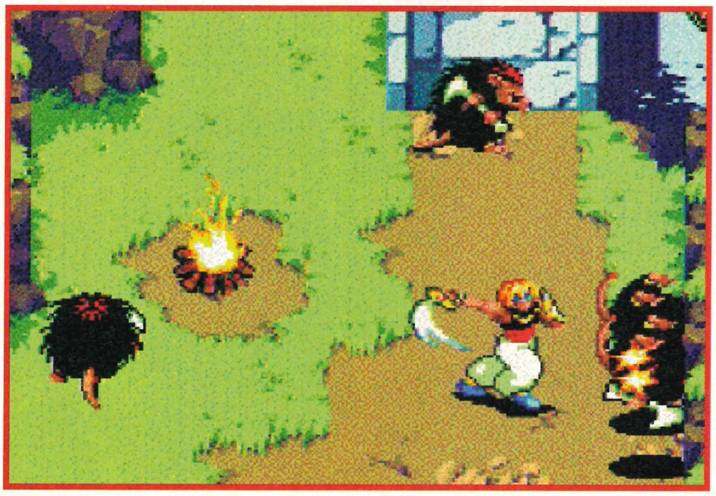
● **Top tips**



A BIG thank-you to **Steve** from Middlesex for his excellent *Story of Thor* tips. I've had loads of readers phoning and writing in for help with this game, and now at last I can give some!

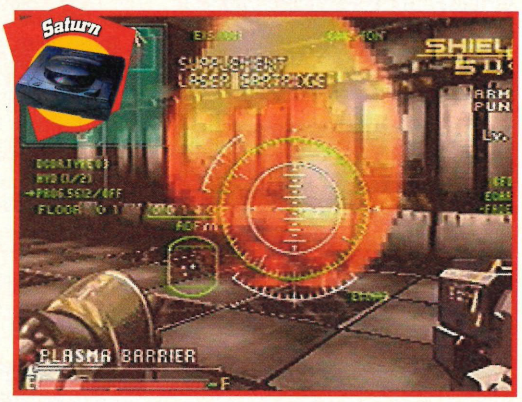


1. Infinity Omega Sword. Defeat up to one hundred monsters, including bosses, in the underground shrine in the forest.
2. After coming out of the ship, you will enter a cave. If you blow up a small brick wall underneath a waterfall, you will get yourself a crossbow. This will help you defeat the rock guardian.
3. In the temple, where Dyto is, if you keep going in and out you can stock up on swords.
4. If you enter the cave where the man in black is standing, there is a waterfall that pushes you straight off the edge. If you can manage to stay on and smack the red rock, you will be able to get yourself Elixir.
5. Elixir can also be found in the same cave when you knock the troll off the rock.
6. In the castle where the king and queen are, you can find up to 50 broadswords.



Daedlus

● **Super Codes**



This Japanese Doom-beater turned quite a few heads when it appeared in the office a couple of months ago now, and if anyone at Sega has any sense, they'll release it officially. While we're waiting for that to happen, though, here's a few cheats for those lucky people who already own the game to try out...

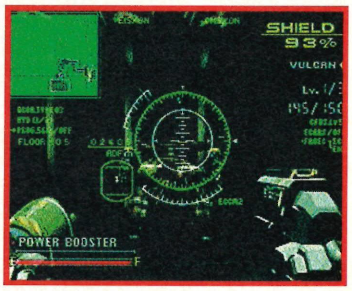
All of these codes are performed whilst you keep L and R help down on pad one.

Warp to the Next Floor: Press Start on pad two.

Repair Shield: Press A on Controller two.

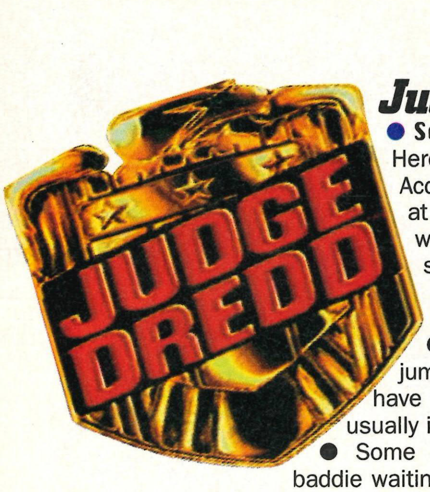
Tank-up Generator: Press B on pad two.

Level-up your Weapon: Press X on pad two.



Replenish Ammo: Press Y on pad two.

Show Map: Press Z on controller two.

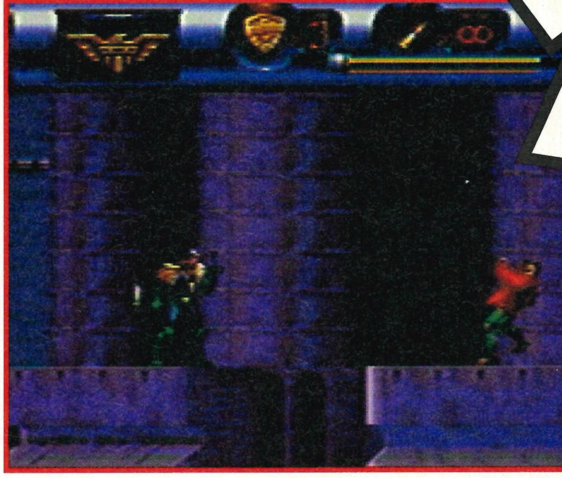


Judge Dredd

● **Solution and tips**

Here's a handy solution to Acclaim's latest attempt at a movie tie-in. Along with a load of useful tips, this should see you alright!





Top Tips

● For bonus items, try crawling or jumping up and into walls, as some have secret entrances which lead into usually inaccessible rooms.

● Some rooms will occasionally have a baddie waiting inside, guarding the item. Keep an eye out for these...

● You can normally kill most of the perps by simply crouching down and firing at them. Two to three hits will usually be enough for them.

● Whenever you find a Dark Judge, you can trap him with the Boing™ bullet for some bonus points.

● Stick to the basic bullets whenever you can — save the more fancy stuff for the big guys.

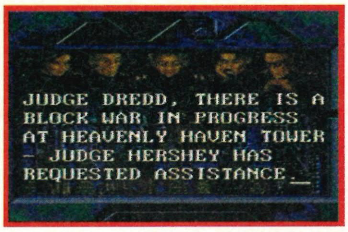
The Levels

Level 1: Block War at Heavenly Haven
Password: None
Main objectives: Arrest or kill everyone and destroy all ammo.
The first level of the game is, as you would expect, simply a taster of what to expect. Keep an eye out for deadly traps such as spikes on the ground and radioactive waste containers.

Level 2: Breakout at Aspen Penal Colony
Password: KZDVT
Main Objectives: Judge everyone and lock all the security doors up.
A large level, you need to access every terminal you can find in order to lock all of the doors. To beat the bruiser in the Iso-Cube, as soon as you drop into his area keep Dredd's back to the wall. Now crouch and fire at him. He shouldn't even retaliate against you!

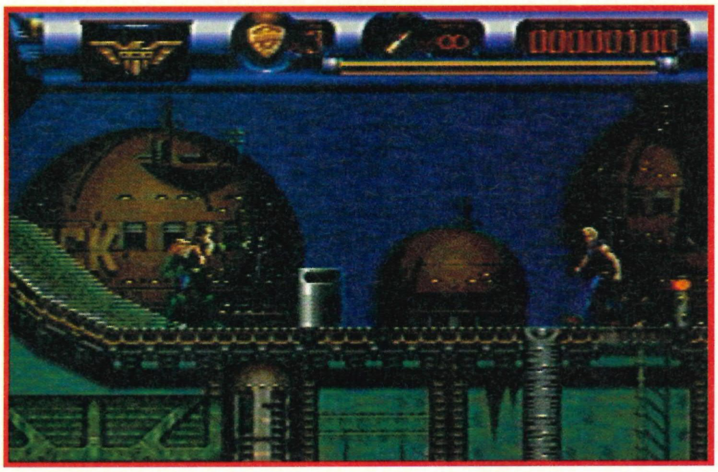
Level 3: Shuttle Crash in The Cursed Earth
Password: JRQWNO





Main Objectives: Kill all of the mutants and find the Book of Law.
You'll find the mutants here much tougher than the average street perp. You won't even be able to kill them with normal bullets, so use Hi-Ex or grenades instead... grenades will reappear once you've fired one — the only level where this happens.

Level 4: Locate Rico in the Hall of Justice
Password: PSTRVJZ
Main Objectives: Kill council guards, ABC warriors and destroy Rico and his computer network.
You'll have to shoot everyone with Hi-Ex or grenades in this huge level. Only shoot at the ABC warriors when they start to walk towards you — two hits is all it takes!





Level 5: Invasion by Gila Munja
Password: HQWVLT
Main Objective: Prevent the Gila Munja from taking over the city.
Quite a large level. The Gila's are a tricky foe to go up against and they require several hits each before they bite the bullet. Keep on visiting the terminals to check up on how you're doing.

Level 6: Riots in Mega City One
Password: WDRCNPU
Main Objectives: Judge every perp and stop the Sky Surfers.
An immense level, it's quite easy to get lost in it if you're not careful. Some of the perps are quite heavily armed, but work your way around it slowly and carefully and you should be okay. The Sky Surfers are a pain in the neck to kill!



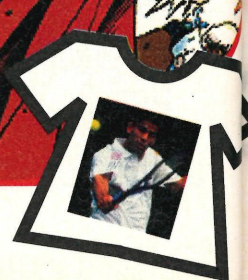
There is also an Action Replay code to try out if you're still finding the game tricky to beat. Simply enter FF2B2E0003 and, yes, you too can have infinite lives. Yippeeee!



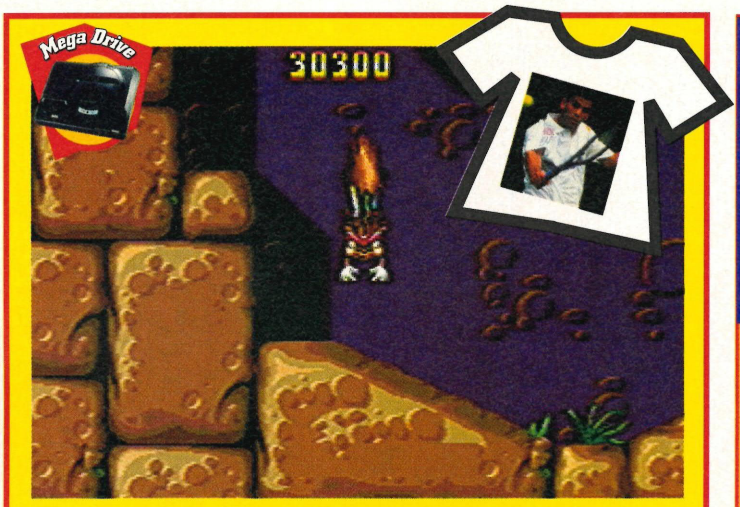
X-Men 2

● **99 Lives**

According to reader **Danny Sutherland** from Yorkshire you can start the game with 99 (yes, 99!) lives, simply by entering the following...
Start playing the game and then pause the action. Now press Down and C at the same time, Up, Left, Up, Right, Right and then C. You should now hear a sound effect, letting you know the cheat has worked.







Zero the Kamikaze Squirrel

● **Codes**

According to reader **Sally Parker** from Gwent, you can enter the following codes whilst the game is paused for mucho cheats...

A, C, Right, A and B — Level Select
B, Up, B, B and A — Infinite Hit Points
Down, A and B — Infinite Stars
B, A, B and Up — Infinite Lives
Right, Up, B, A, Down, Up, B, Down, Up and B — Everything above!

Cadillacs and Dinosaurs



● **Cheats**

Guy also included a few cheats for *Cadillacs and Dinosaurs* as well. A game which, I'm ashamed to say, I've never played before. Doh! Anyway, on with those codes...

By pausing the game and pressing C, A and Down, you can now activate poacher yells with the mode button.

To get more time, pause the game and press A, C, A and Down.

If you fancy getting your hands on two extra lives, pause the game and press C, A, Right and B.

And lastly, for a chapter select, pause the game and press C, Up, B, Right, Up, B, B, A, Down, Up, B, B, A, Down, Up and B. Now press A + B + C + Start all at the same time. You can now select exactly where you wish to start in the game. Hurrah!

Pro ACTION REPLAY
Designed and Manufactured by DATEL ELECTRONICS

Action Replay Ahoy!

Another bumper bargain bucket of AR codes for all you Datel fanatics out there, courtesy of Simon Grant from Cambridge. Why don't you send some in yourself. You could win a snazzy prize!

The Incredible Hulk
FF08890003 — Infinite Lives
FF00130001 — Transformed all the time

Alien Soldier
FFA2160002 — Infinite Energy
FF85B100BG + FFA2710001 — Infinite Time

Sylvester & Tweety
FFFBCB0009 — Infinite Lives
FFFA4F0023 — Infinite Time

Thanks, cheers and hearty pats on the back to Paul Hatton and his son for the following codes...

Rise of the Robots
FF03610000 — Opponent never wins round

Theme Park
FFC6870100 — All the money you want (keep hitting the A button)

Ecco 2: Tides of Time
FFAA200003 — Infinite Air
FFAA1F0038 — Infinite Energy

Clayfighter
FF19A90000 — Enemy never wins round
FF19A80002 — You always win

Fatal Fury

Special Edition

Oi... you! That's right, I'm talkin' to YOU! Who're you staring at, eh? Fancy yer chances against me, do ya? Think you're a bit... tough, maybe? Uh-huh. Right, well you just stay there for a moment and I'll quickly nip back to my house and grab a Mega-CD and a copy of *Fatal Fury Special*. Then we'll see who's the 'ardest around here — just you and me, joypad against joypad... I'll be back in a second!

Your Moves

You'll find the basic and special moves in the game are the same for every character you pick...



Basic Moves
Light Punch: Press Y
Light Kick: Press A
Strong Punch: Press X
Strong Kick: Press B
Throw: Press Towards and X
Hold: Press Towards and B
Flying Weak Kick: Press Up, Towards and A
Flying Weak Punch: Press Up, Towards and Y
Weak Low Punch: Press Down and Y
Weak Low Kick: Press Down and A
Flying Strong Punch: Press Up, Towards and X
Flying Strong Kick: Press Up, Towards and B
Low Strong Punch: Press Down and X
Low Strong Kick: Press Down and B

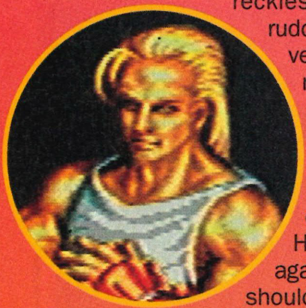
Special Moves
Special Move 1: Press Down, Down-Towards, Towards and X
Special Move 2: Press Down, Down-Towards, Towards and B
Special Move 3: Press Down, Down-Away, Away and X
Special Move 4: Press Down, Down-Away, Away and B

The Characters



Andy Bogard

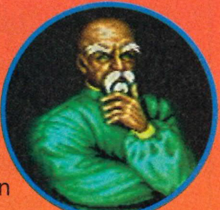
Together with his twin brother, Terry, the Bogard's are the computer world's equivalent of the Kray twins. Fearless, reckless and ruddy hard to boot! Both Andy and Terry have very similar fighting styles. Not surprising, really, when you consider how closely related they both are...



Vs

Andy has a knack of throwing you into a corner and kicking and punching you to death. Quick characters such as Geese Howard and Mai Shiranui are very effective against this guy. Keep on at this guy and you should win.

Tung Fu Rue



A great character for beginners, Tung Fu Rue may look weak and old, but remember... appearances can be deceiving! His fighting style mainly consists of kicks and spins, and his size allows him to avoid any attacks thrown upon him. A true master...

Vs

The bigger the better against this guy. Characters with long legs and arms will prove extremely useful against Tung's small size. He'll often leave himself open to punches and kicks to the head. Never get too close without launching an attack. If you give him a chance, he'll counteract you with some special moves of his own, so try to keep hitting him furiously. Try to get a load of hard hits in to weaken him. He's a character that won't be able to take much damage when faced with a concentrated blitz.

Wolfgang

Wolfgang is the man to beat in the championship, and as such, is a very powerful fighter to go up against. All his special moves are killers — you'd better react fast if you hope to avoid them.



Vs

Arguably the toughest character to beat, Wolfgang almost always starts fights with a special move. Avoid this by either blocking or jumping up a level on the screen. Now continually jump and kick him until he gets stunned. Once he's a bit dizzy, you can then attempt a throw.

Axel Hawk



A boxing champ, Axel certainly knows a thing or two about punching the living daylights out of people. He views anyone who uses kicks in their attacks as weaker and inferior to him, as he only ever uses his upper body in combat. He has the widest range of punches in the game. He may be a limited fighter, but he's extremely effective.

Vs

Deliver plenty of punches to his body. He may be capable of dishing out a few bruises, but he sure can't take them! This is where the faster characters come into play. They're able to launch an attack and move before Axel retaliates. He's also easy to grab and throw, as well as being vulnerable to low kicks and punches. As a boxer, he's never got used to fighting below the belt!

Kim



Kim's an extremely powerful fighter, and you should think twice before going up against this one. Thanks to years spent studying just about every martial art on the planet, Kim is a fighter who is very hard to beat.

Vs

Kim is most vulnerable when attacked from the air, so characters such as Laurence and Joe are extremely useful against him. Try and keep your distance from his long kicks. He is vulnerable to attacks in the middle of the body, so aim your attacks in this area for the best results. When he launches into a flying kick, retaliate against him by dealing out an uppercut.

Terry Bogard



Another of those Bogard brothers. Terry is just as good, if not better, than Andy. A martial arts maestro, Terry is a national hero back in America. Deciding to prove to the world just how good he is, he's entered the Fatal Fury tournament intent on claiming the winners cup.



Vs

Fighting against Terry can be a tough experience. You'll need all of the cunning and skulduggery you can muster if you hope to beat him. He preys on indecision and his attacks will soon seek out poor opponents. Leap up into the air and deliver a few blows to his head to weaken him down, and then start punching him to the body to finish him off.



Ryo



This powerhouse can hang out with the best of them. Ryo is definitely a hand-to-hand combat kind of guy. He may be strong, but he can't defend himself effectively against aerial attacks, which, in the end, makes him a bad choice.

Vs

Nimble (what the bread?) fighters are best against him. If you're quick enough, kick him in the mid-section and then retreat. Try sliding into him as well. He's also vulnerable to attacks from the air.

Big Bear



Big Bear uses his obese body as a weapon against his opponents, especially the slimmer ones such as Mai and Joe. Being fat, however, does have its drawbacks. He has a distinct lack of mobility. And on top of that, as well as being exceptionally slow, he also has trouble jumping.

Vs

Big, bad Bear is certainly a bit of a hard chappie, and no mistake. The best way to defeat him is to jump in, hit him and jump back out again. A speedy character is a plus when fighting against this guy.

Billy Kane



Thanks to his quarter staff stick, this is one Billy who's destined to be a hero. He fights in a style which revolves around his stick and, along with the fair smattering of special moves at his disposal, this makes him one of the games most powerful characters.



Vs

Attack him with plenty of small kicks, followed by large ones when you have him cornered. When the time is right, launch a succession of throws on him. Keep a good eye out for his long-stick attacks and ultra-powerful swings and you should be alright.

Jubei Yamada



Tough to defeat, Jubei is ideal for beginners. His fighting style mainly consists of kicks and spins, whilst his awesome speed should be used to the full. A martial arts genius!

Vs

He performs many of his attacks in the air, so stay on the ground and be ready to counter-attack. Use his vulnerability when he lands to launch a few well-timed round-houses and high kicks. Try to keep your distance at all other times, as his kicks can be bad for your health!

Laurence



Another tough character to beat, thanks mainly to his agility and special moves. Laurence has a number of mean and powerful special moves at his command. He's a very good kicker, and his punches aren't bad either!



Vs

The main advantage of Laurence is his long arm and leg length, so go straight on the attack to have any chance of winning. He tends to leave himself open to flying kicks and uppercuts, so go for these as often as possible. If Laurence has half a chance, he'll go for a energy-draining throw — keep clear to avoid these. In this sense, quick and agile fighters give him the most problems.

Cheng Jinzan



A bit overweight to say the least, Cheng has managed to gain his rounded appearance from drinking too much beer. Everything he knows about combat comes from years of propping up a bar and studying pub fights. As you can imagine, his fighting style mainly involves slaps and knees, and he isn't afraid to use his weight. A ferocious fighter, Cheng is capable of turning a fight around in an instant.

Vs

Always be on your guard whenever you fight Cheng. He attacks with all the strength and power that he can muster. Fast characters are great against him, so jump around a lot and strike as fast and as hard as you can.

Duck King



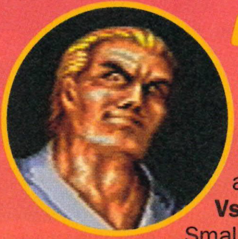


Being a rock 'ard raver, Duck King knows a thing or two about hand-to-hand combat. Arguably one of the most agile fighters, he is fighting not only to prove his worth, but also to show the world what a great dancer he is! Duck King is particularly effective when it comes to kicking — his spinning kick is capable of delivering a hundred blows per second!

Vs

A few low punches and foot sweeps on your part, and Mr 'ardcore-you-know-the-score should be having a few problems. Try not to attack him with flying kicks and other aerial manoeuvres as he will undoubtedly get the better of you.

Geese Howard



One of the best characters to go for, Geese has several powerful kicking moves at his disposal. His punches are also dangerous, as are his special moves (which are also as hard as nails to get working).

Vs

Small and nimble characters such as Mai, Jubei and Ryo are effective against him. They can quickly jump out of the way of his long and powerful kicks and quickly mount a counter-attack. Hit him with lots of quick, small kicks to strike first blood. Use long, sweeping kicks to knock Geese off-balance and then leap into the air and deliver a few flying kicks.

Joe Higashi



After years of studying with some of the best martial arts masters in the world, Joe is finally ready to show everyone what he is made of. So far, he hasn't done too badly, and now looks ready to challenge the big boys for the title…

Vs

Remember to block or jump over all of his special move attacks. If you're able to get a few footsweeps in or punches to his mid-section, you should be able to get him on the run. It's hard to beat Joe with nimble characters such as Mai, as he is always able to get in a kick before you can. Never stop attacking, or else he will simply turn the tables on you and leave you gasping.

Mai Shiranui



As well as sporting some great special moves, Mai is also one of the fastest fighters on the circuit. Her speed is great for jumping around the screen and getting out of trouble. All in all, she's one powerful fighter.

Vs

Mai does most of her attacking from the air, so keep your distance and get ready to retaliate by using uppercuts. Stay clear of Mai at all times, and if you have them, launch fireballs to stun her. Once she's stunned, you can then jump into the action and throw her to the ground. Jump back again and repeat the process from the beginning. It's tough though, as she's so quick — it's very difficult to pin her down.



Help me, help me, HELP ME!

Q:A: ProHelp!

Stuck on Sonic? Yeah, mate. Jinxed by Jurassic Park? Crumbs, don't I know! Enraged by Earthworm Jim? Tsk, tell me about it! Time to write into ProHelp, methinks. If your Sega's driving you up the wall and you're at your wits end, scribble down your pleas of help to: ProHelp, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS. And remember... I know how you feel!



It's Sonic, innit?

Q: Dear ProHelp,
Have you got any cheats for *Sonic 2* and *World of Illusion*, both on the Mega Drive, like a level select or anything else except passwords?
I have a game called *Contra and the Hardcorps* and I want to know what the difference is between that and *Probotector*. Thanks.
Regan Donaldson, Springs, South Africa



A: Now this is just getting stranger and stranger. It seems that every month, I get sent in more and more mail from people who live in South Africa. It used to be just the occasional letter or two, but it seems like every other one nowadays! You guys are starting to show up our British readers! Anyway, on with your answers...
Contra and *Probotector* are the same game, just under the guise of a different title and slightly altered graphics. Konami changed the title to appeal to American buyers for some strange reason. Don't ask me why, they just did!

For a level select on *Sonic 2*, simply do the following: Go to the Options menu and enter the Sound Test. Select sounds 19, 65, 9, 17 and play them all in that order. You should hear a strange sound as the final tune starts. Press Start to return to the title screen, then hold A and press Start to get the level select screen. During the game, press Start to pause, then hold down B to play in slow motion and C to jump. I hope that comes in handy.

As for *World of Illusion*, passwords are all I have, I'm afraid. Sorry about that.

Loadsa Questions!

Q: Dear Tipsters,
I really need a lot of help on *Spiderman and the X-Men*. If you could give me some passwords or cheats it would really be nice. By the way, my name is Zaghid Joosab, I'm 12 years-old and a boy. I would also like it if you could send me all the moves for *MK2*, please. I would really appreciate it. I know I'll be asking for too much but if you could throw in a whole lot of tips and stuff for *Moonwalker*, PLEASE!
Jaahid Jooyah, Cape Town, South Africa

A: Is Sega Pro the most popular magazine in South Africa? It seems to be that way! Anyway, look for all the *MK2* moves in Issue 37 (you might have to order a back issue), which also includes all the fatalities, babalities and friendship moves. I haven't a clue about *Spiderman and the X-Men*, but I can help you out on the *Moonwalker* front. Would a level select be OK? One the title screen, hold Up, Left and A on controller two. Now press Start on controller one and select a one-player game. Use Left and Right to skip through the levels. Ta-da!



Down in the park

Q: Dear ProHelp,
I am mega-stuck on *Jurassic Park* for the Mega Drive at how you defeat Grant on the very last stage, while playing as the Raptor. So I am writing to you because you are so ACE and I know that you wouldn't refuse to help me. Many thanks.
Philip Davis, Norfolk

A: To complete the game, playing as the Raptor, drop past Grant and simply kick the boulder beneath the larger skeleton. It should then crash to the ground, killing Grant in the process. Now sit back and watch the end sequence!

What a Surname!

Q: Dear ProHelp,
I'm a Mega-CD owner and I'm writing to you from Cyprus. I buy a copy of your top magazine Sega Pro CD every month. I want to ask you some questions about some Mega-CD games because I am in a dead end.

1. In *Mystery Mansion*, I am stuck where the black picture shows me the candle, but I don't know what to do. I have heard the butterfly telling me what to do "...match the candle light." and "...the dart board, you fool!", but I can't understand exactly which candles I have to turn on and off.

2. I am also stuck on the best and most mysterious game on the Mega-CD, the brilliant *Snatcher*. I don't know which number from one to six to enter

GG problems



Q: Ave ProHelp,
As you can see, I'm writing from South Africa (WAAAAAHHH! — Mark). Well, I get Sega Pro and this is where I spotted your column. I thought you could help me with a few things.

First of all, I have a Game Gear and I have a few problems. The right and left controller is getting a bit loose and I want to know if this should bother me.

I want to tell you about my other problem. As you know, South Africa isn't the hottest country and even worse, we live in quite a small city and all they have here is Mega Drive, Mega Drive and more Mega Drive. I got the Game Gear from a friend and I would like to know where to get hold of a Game Gear carry-case and a TV tuner.

Last but definitely not least, I would like you to name a few good games that I could buy for the Game Gear. By the way, I like action and fighting — a good puzzler could do me well.

I would appreciate it if you could help me. That's all I can say. Keep up the good work. Ave Sega Pro!
Joe Musashi, Potchefstroom, South Africa

A: Game Gears, eh? A dying breed nowadays, I'm afraid. If you're after some equipment for your handheld, your best bet really is to ask one of your local computer stores. If not, then try writing away to one of the many companies that advertise in Sega Pro. I'm sure they'll be able to help.

As for GG games, you should the following little gems a go... *Columns* (a tough and challenging puzzler), *F1* (brilliant racing sim), *James Pond II* (addictive adventure game), *Lemmings* (an all-time classic), *Super Kick Off* (the definitive footy game) and *NBA Jam* (the best basketball game for the GG).

Oh, and Ave Joe to you too! Whatever that means.



● All they seem to have in South Africa is Mega Drive, Mega Drive, Mega Drive!

A St Johnstone Fan!

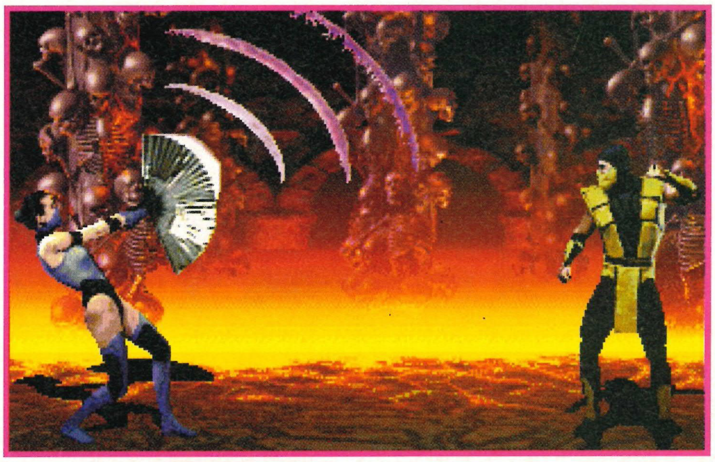
Q: Dear ProHelp,
I am wondering if you lot at Sega Pro are going to print the death moves for *MK2* on the Mega-32X. If not, could you please print Sub Zero's for me? Finally, what football team do you support and do you have a favourite Scottish team? I support St Johnstone and my favourite English club is Liverpool.

I would be grateful if you could answer these questions. If so, thanks.
Kevin Taylor, Perth.

A: The THIRD letter in a row from an overseas reader? Spooky.

Anyhow, you can find all the death-moves for *MK2* in Sega Pro 36 (order it from back issues) and rest assured, the 32X moves are exactly the same as the Mega Drive ones.

As for what football team I support, I'd have to say Tottenham. Don't ask me why, I just do. Scottish club? I haven't got a clue, urm... Celtic, maybe? I don't know!





as "that man's" features when the computer JORDAN asks me.

Please, I'm begging you, tell me what to do!
Frangiskos Iladjigeorgiuou, Limassol, Cyprus

A: Crickey! That's some surname Fran, and to think I thought 'Pilkington' was a bit of a tongue twister. Oh well, long surname or not, you'll be pleased to hear that I can help you out on the gaming front...

First *Mystery Mansion*. A top game, but more than a little tricky on the puzzle department. However, help is at hand! Make your way down to the candle-room by going down to the butterfly room or by using the secret passage in the art room. Starting with the candle to the right of the moon, blow it out and then go onto the candle to the right and put it out. Leave the next candle lit and light the next one with the matches. Leave the next one, but blow out the final two. By doing this you create the 'light into darkness' section of the riddle. If the instructions are followed correctly, the two candles on either side of the moon (two to the left, two to the right) should be out and the other four should be lit. Blowing out the candle to the left of the moon will open the secret door to the butterfly room, so go through it and then come back in again. Once back in, you must now 'return the original figure'. This means matching the candles with the darts in the dart board by lighting the corresponding candles. Start from the right of the moon, making sure that the first two candles are lit. Go back round to the moon and go on past it in an anti-clockwise direction, missing out the next candle, which is the last one you need to light. Put out the candle to the left before lighting the final candle — this opens up a secret door down to the basement. Sorted!

Right, now *Snatcher*. "That Man", eh? The montage you're looking for is...

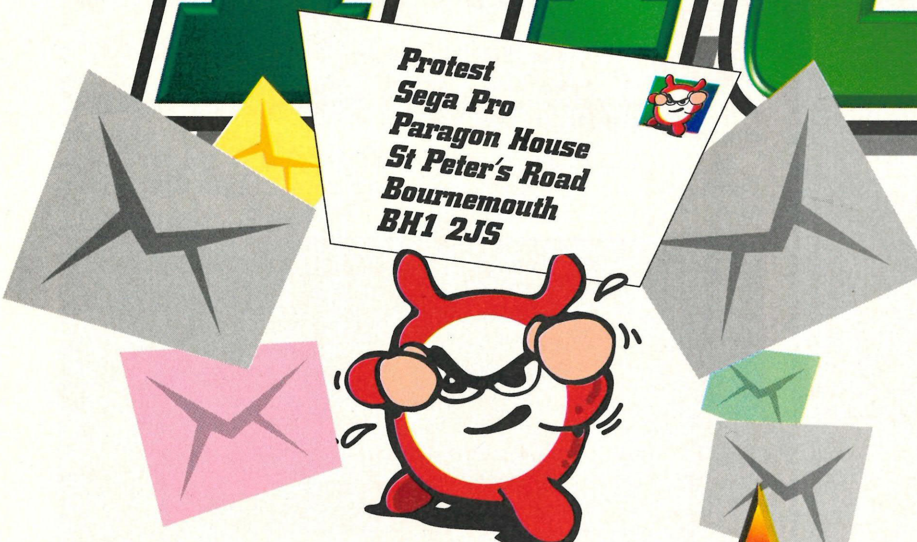
Facial Shape: 3
Eyes: 5
Nose: 1
Lips: 3
Hair: 2

Now, when JORDAN processes the information, you should find that you have two possible suspects. These are Ivan Rodrigez, a sun surfer from a dodgy area of the city and Freddy Nielson, a Taxi driver. Get into the Turbo Cycle and head for Ivan's House to begin your investigation.



...and thus ends another fun, action-packed section of ProHelp. Right, I'm off to have a quick go of Sega's brilliant new Mega-CD game, *Mighty Morphin' Power Rangers*. It's almost as good as the TV series, you know! Everyone else in the office hates it, but trust me, if I had my way there'll be a complete solution to it in the next issue. To quote the Rangers themselves: "It's Morphin' Time!"

More Letters! More P... Protest



Another exciting bunch of letters and a nomination for Chimp or Champ this month. We seem to be getting more letters from abroad these days, Sega Pro's distribution must be brilliant everywhere but in this country! Come on, don't let the side down. Get writing in about everything and anything. The star letter each month will win its sender a top quality *Keio Flying Squadron* sweatshirt. Aren't we kind to you?

We're not alone!

STAR LETTER

Dear Sega Pro,

1. Are there any plans for an arcade conversion of *Super Street Fighter 2* for the 32X or Saturn?
2. I've heard rumours about an FMV game for the Mega-CD based on the *X-Files*. Is this true?
3. How long will it take for the Saturn to come down in price?
4. I've just bought a CD-X. Are there any good American games out there to buy?
5. How about some free posters in your mag (*Virtua Fighter, Earthworm Jim 2, Daytona USA*).

Matthew Rees, Mid- Glamorgan

How many bleedin' *Street Fighter* games can Capcom come out with? *Street Fighter, Street Fighter 2, Super Street Fighter 2, Super Street Fighter 2 Turbo, Super Street Fighter 2: Championship Edition, Street Fighter The Movie: The Game, Street Fighter Alpha, Street Fighter Legends, Street Fighter The Animated Movie game*. GET A LIFE!

The only ones planned for a Sega release at the moment are the movie game (see page 60 this issue), the animated movie and *Alpha*, all for Saturn.

I haven't heard anything about an *X-Files* game for the Mega-CD, but I'm sure a hot licence like that can't go ungrabbed for long. Let's hope they bring out something for the Saturn, that console could create a fantastic TV tie-in game.



Let's hope the Saturn comes down in price soon, the way you lot are talking you're not going to splash out £400 for a console. As for Mega-CD games from the US, give The Video Game Centre a call on 01202 527314. They'll sort you out with the latest releases.

Hmm, posters eh? I'll bear it in mind.

NR

Nick 'll fix it!

Dear Sega Pro,

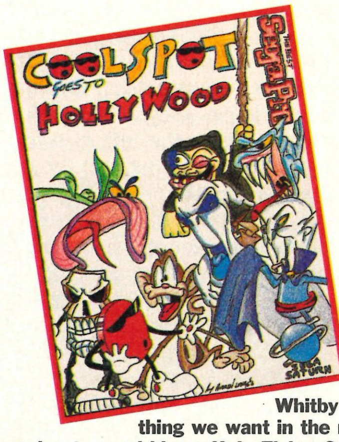
Having been a loyal and devoted fan for many years, it was with great shock that when my beloved Sega CD system failed to work, that I could not find anyone or anywhere that could fix it. After being told by leading Sega stockists to throw it away (Dixons and Currys) as it was no longer under guarantee I found your address.

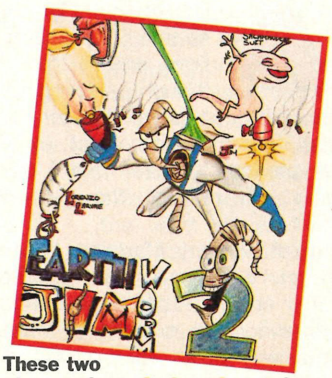
The option screen fails to register and CD cleaners do not work, so could you please advise me how to go about getting it fixed?

Stacey Cosgrove, Worthing

I'm sorry to hear about your problems, Stacey. The only solution I can think of is contacting Sega themselves. Give them a ring on 0171 373 3000 and explain your problem. If they can't help you out I don't know who will.

NR





These two pictures from Andrew Leng of Whitby are fantastic! This is just the sort of thing we want in the magazine. In fact, I'm so impressed I'm going to send him a *Keio Flying Squadron* sweatshirt for his efforts. Why don't you have a go, see if you can win something?

ics!

st!

What on earth is going on here? **Patrick Veale** of Runcorn must have some very strange dreams!



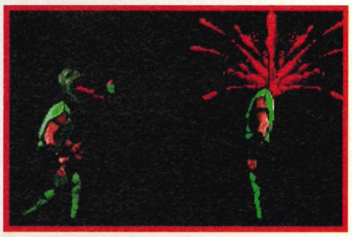


Major chimp this month has to be our new trainee here at Paragon, Wingnut (Simon Lovell). He describes himself as major industry celebrity, having been editor of the disk magazine Megabyte and once bumping into Dexter Fletcher at a computer game launch in London!

You know what trainees are like — annoying. We've even had to go as far as making an ear chart to add to everytime he does something stupid (he thinks he's got big ears you see), and it's gone right off the top of the scale!

So what do you think? Chimp or Champ? Write in to the usual address and tell us, and don't forget to send in any photos of people you'd like to nominate for Chimp or Champ, tell us what they've been up to and we'll get the rest of you to decide!

Blood thirsty



Dear Sega Pro,

When *Mortal Kombat 4* is being designed, please tell Acclaim to include permanent blood. What I mean is that blood remains on the ground after you've been hit, but it doesn't hit the ground and vanish as in Mortal Kombat 1, 2, or 3.

In my opinion, the Sega Saturn is hugely overpriced. After all, it's only a game computer! Alright, I have to admit that the games on it so far look fantastic, but £400? I can just see all these fools parting with their cash. I own a Mega Drive and I'm happy with it, and there are more than enough decent games for it: *Zero Tolerance*, *Mortal Kombat 2*, *Virtua Racing*, *Streets of Rage 3*... the list goes on. I think the Mega Drive will last a hell of a lot longer than the Saturn, providing of course that people wake up and realise how much a waste of money the Saturn is.

The price of a Saturn had better decrease immensely, or it'll sadly turn out to be a right flop like the Mega-CD. Please don't give me a stream of insults with references to how good the Saturn is. Anyway, it won't be long before some 100-bit machine is invented, and the precious Saturn will be old news.

Bobby Dixon, Surrey

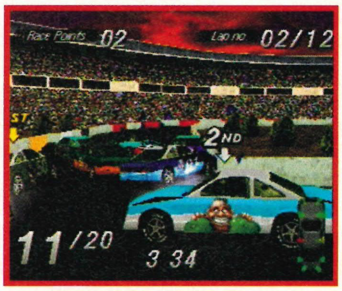
A100-bit console? Don't talk daft! If you knew anything about games console you would know that they go up in groups of eight. The Master System was an 8-bit console, the Mega Drive 16-bit and the Saturn 32-bit. If anything else comes from Sega it will be a 64-bit machine.

We know that £400 is a lot of money to spend on a console, but this price is bound to come down some time in the future, or the console will be made more attractive with special game bundles. Remember how much the Mega Drive and Mega-CD cost when they first came out?

As for your *Mortal Kombat* comment, I'll pass it on.

NR

Rally around!





Dear Sega Pro,

1. Will *Sega Rally* be available for the Saturn? If so when?
2. Rumour has it that Namco have or are signing for Sega. Is this fact or fiction?
3. In issue 48, the Saturn guide lists Psygnosis as developing games for the Saturn. Does that mean we will be getting *Wipeout* and *Destruction Derby* for the Saturn?
4. Although I think your magazine is pretty good, will there be a next generation Sega magazine available from your publishing company?
5. What will the next game be to be released by that amazing team, AM2?

Charlie Green, Barnsley

Yup! If you turn to page 16 this issue you will see EXCLUSIVE pictures of Sega's brilliant *Sega Rally* on the Saturn, it's going to blow both *Daytona USA* and *Ridge Racer* out of the water! Namco are a Sega licensee, but they haven't come up with the any goods for us to see yet.

Sony Psygnosis are also rumoured to be working on Saturn titles, but they haven't detailed what yet. We can only hope for conversions of *Wipeout* and *Destruction Derby*. AM2 are working on *Virtua Fighter 3* and *Virtua Cop 2* for the arcades. As for our own Saturn magazine, it can only be a matter of time really!

NR

Don't be silly!

Dear Sega Pro,

Please answer my questions:

1. Why does the Saturn only come with one joypad?
2. Can the Saturn joypad be used with the Mega Drive?
3. Will the Mega Drive stand up to the Saturn?
4. Which is the best RPG game for the Saturn?
5. Why don't football games have real players' names?
6. How come other Sega mags are rubbish compared to Sega Pro?

Alistair Bryson, Perth

Sega wanted to keep the price of the Saturn down so that's why only one joypad ended up in the pack, but of course it can't be used with a Mega Drive! Have you taken a look at the connection lately — it's completely different!

I think the Mega Drive isn't finished yet, there will be room in the industry for 16-bit consoles for quite some time yet. As for the best RPG, they've all been in Japanese so far so it's difficult to tell.

Some football games do use real players' names but players have a habit of moving from team to team, making the games look out of date quickly. Oh, and thanks for the compliment! The other mags are rubbish because they don't have us on them!

NR

Video trickery

Dear Sega Pro,

I currently own a Sega Saturn but noticed that the machine comes with a scart lead which should connect to your TV. As my TV does not contain the scart connection I have found out that if you plug the scart connector into the back of your video recorder, then switch the video channel over to the AV channel, you will not only be able to play the Saturn but also record your gameplay on a video tape as well.

This will also save you £25 because you no longer require the RF lead.

Stephen Rock, Aylesbury

Nice discovery Stephen! Take note everyone. You could save yourselves £25!

NR

WELCO
METOT
HENEX
TLEVEL

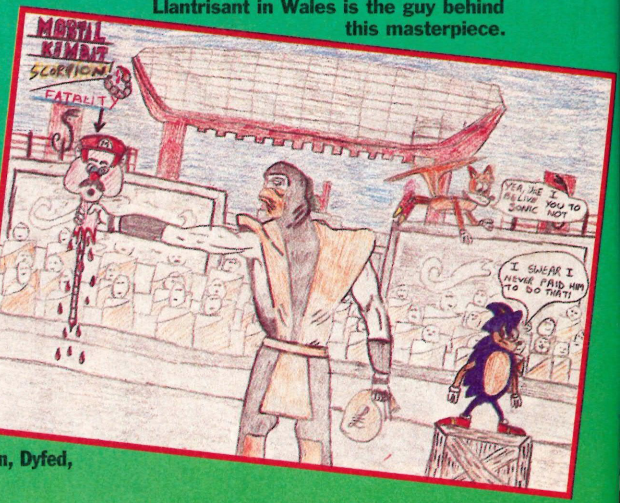
Protest!

Readers' Ads



Ian Hillier of Chandlers Ford has sent in this black and white picture of Akira from *Virtua Fighter*. It's pretty cool, but we do prefer pictures to be in colour if possible.

Har, har! Mario gets him comeuppance once again with a little help from Scorpion. Matthew Rees from Llantrisant in Wales is the guy behind this masterpiece.



FOR SALE

Mega Drive and Game Gear games all under £20. Please call Ken Saunders on: 01702 528075.

Mega Drive and 32X with 4 pads (two six button pads, two three button pads) Seven 32X games including Mortal Kombat 2, NFL Quarterback, Virtua Racing, Doom and 5 Mega Drive games. £400 ono. Please phone on 0171 384 7663 after 4.30 pm.

Mega Drive and five games for sale. Games include: Batman, Tazmania, Galahad and Terminator. Six button and three button joypads. £100 ono. Also: Hellfire and Jungle Strike £15 each. Super Street Fighter 2 £20. Tel: 01244 678767.

Mega Drive games: Toki, Global Gladiators, Mega Games one, Quackshot, Super Wrestle Mania, Paperboy, Sonic, Ecco the Dolphin. Sell for £15 to £20 each or £85 for all. Tel: 01563 530064.

Mega Drive, two joypads and joystick with Sonic £50. Games: Jungle Strike, Mortal Kombat, Ultimate Soccer, EA Sports Mega Games, F22 Interceptor. £15 each. TEL: 01484 682838

Mega Drive 2 with 48 games including: Theme Park, Earthworm Jim, Syndicate, Zero Tolerance, Power Drive, Shaq Fu, SF2 Championship Edition, Greatest Heavy Weights, Micro Machines 2, Rock 'n Roll Racing. Cost: £450 ono. Interested? Phone Richard on: 01743 873748.

Mega Drive and 2 joypads (one turbo) with 7 games including Sonic 2, Sonic 3, Flashback and Mickey Mouse — £185. SNES for sale including Starwing, all with original packaging and boxes. Call now on: 01993 708556

Master System with 17 games including Sonic 2, Olympic Gold, Wimbledon. Joypad boxed in perfect condition. Light phaser worth over £320. Will sell for a silly £120. Call: 01443 835492 Hurry! Also have 15 Mega Drive games to swap.

10 computer mags, £1 each or will exchange for combat books given away free with other mags. Tel: 0181 755 3962. Ask for Mark

Mega Drive with 22 games including E.W.J, Thor, SF2, S.O.R 3 with 3 pads. Excellent condition. Sell for £210 ono. Call Paul Barnes on: 01222 865925

Sega Mega Drive and 26 games, 2 joypads (one six button). Titles include Super Street Fighter 2, Mortal Kombat 2, FIFA 95, Earthworm Jim and Sonic 3. Good condition. £280 ono Call: 01322 270775

Mega Drive and CD. 2 control pads with 7 CD games and 3 cartridge games. £200 ono. Contact Mike on: 01732 351398. Both items are covered by Comet Five Star Super Insurance.

Mega Drive 2, 2 joypads, 20 games. 16 of them rated 85% and upwards (eg. Soleil, Street Fighter 2, FIFA 95, NHL 95, Probotector, Mortal Kombat 2). £250. Bryan Lewis, 30 Waterloo Terrace, Carmarthen, Dyfed, Wales SA31 1DQ.

Mega Drive, inc 10 games, Theme Park, SSF 2, MK 2, 3 pads, also Action Replay 2. Phone 01634 245509. Ask for Neil. £200 ono.

Mega Drive games. Super Street Fighter 2 boxed £30 ono. Madden 95 £25 ono or will swap for any good Super NES games. Telephone: 551 0173. Plus Sega mags £1 old and new.

Mega Drive and 13 games including MK2, Earthworm Jim, Lion King, Urban and Jungle Strike. All boxed. £210 ono. Game Gear and 10 games including MK, Streets of Rage, with AC adapter- £10 ono. Call: 01322 527851

Mega Drive games for sale: Quackshot, FIFA, NBA Jam, Mortal Kombat 2, Cannon Fodder. £25 each. Also Street Racer £35. Other games too! Also joypads, Gameboy and games. Call Andy Clarke: 01245 250734 asap.

For sale: Mega Drive with Mega-CD, two pads, 31 Mega Drive games and 23 Mega CD games. Loads of Sega mags and tip books worth over £1500. Sell for £500 ono. Phone 0181 5925564.

Mega Drive 2 and 32X for sale with 8 Mega Drive games and 1 32X game. Two joypads all boxed. £250. Phone 01942 212636

Mega Drive still boxed. Excellent condition. Two games, two 6 button joypads, one three button joypad. A-Z of Sega games tips books. Will consider other offers. Call Chris 0181 452 6783. All for £70

Mega-CD, 12 games and 7 playable demos, good condition, all boxed with instructions. Call: 01483 505595 for further details. £200 ono.

PEN PALS

Hello. 12 year old vegetarian wants pen pal. Any age, M/F. Owns Mega Drive and a Sonic fan. Please write to: Edward Hartnett, Ivory's Farm, Burnt House Lane, Cowfold RH13 8DQ. Telephone: 01403 864559.

14 year old male seeks a good looking female any age over 11. Likes Hardcore, Mega Drive and SNES . If you would like to know more write to: Lloyd Price, 51 Deva Way, Wrexham, Clwyd LL13 9EU. Send a photo if possible.

Hi, I'm 22 years old and would like penpals of any age, male or female. I like computers, music, travelling and playing on my Mega Drive. Write to: Jason Page, 8b Peabody Estate, Farringdon Lane, London EC1R 3BA.

SWAP

Will swap Jaguar XJ220 (CD), Dune (CD), Sherlock Homes (CD), and Zool (MD), Alien 3 (MD), Mortal Kombat (MD) or Gods (MD) for any unwanted Mega-CD games. Phone Blair on: 01875 340 663.

WANTED

Golden Axe and Streets of Rage. I would like a good deal. Phone: 01270 6666642. Ask for Peter.

Toejam & Earl for the Mega Drive. Will pay up to £10. Call Ross on: 01628 529753 between 5pm and 8pm weekdays only.

Any old games mags that you no longer want. Will pay for postage. Contact Scott on: 01294 551946

CLUBS & MAGS

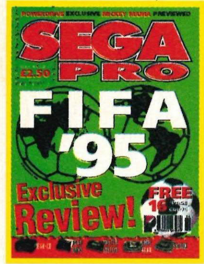
Maximum Entertainment: The NEW magazine for video games, music, TV, and movie maniacs, including news, reviews, previews and competitions. Send 50p and stamped addressed envelope. Write to: David McCrindle, 4 Pladda Terrace, Broomlands, Irvine, Ayrshire KA11 1DL.

Join the Games Room. The computer games club. Hire the latest Saturn, 32X, Mega Drive and SNES titles. Bi-monthly newsletter. All games delivered free to your door (Portadown area only). For details phone Colin on: 01762 331006.

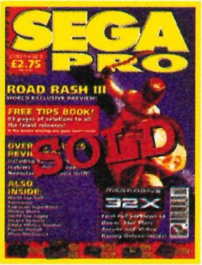
Grab those Issues you might have missed!

Back Issues!

Please note Issues 1, 2, 3, 4, 8, 14, 20, 32, 38, 39 and 45 are sold out!



Issue 37 £2.75
Amazing exclusive 16-page supplement and review of FIFA '95. Plus exclusive first looks at Powerdrive and Mickey Mania.



Issue 39 £2.50
84-page tips book, exclusive *Road Rash III* OUT first 32X games, plus reviews of *The Lion King*, *Micro Machines 2* and more.



Issue 40 £2.95
Fab *Sonic & Knuckles* water bottle! Exclusive preview of *Ristar*, plus three Saturn games, *Cosmic Carnage* 32X, and lots more.



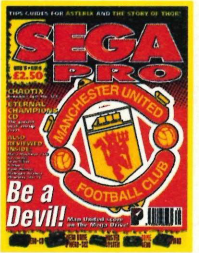
Issue 41 £2.75
Special book: Guide To '95 with the low-down on the year ahead. First reviews of *Samurai Shodown* and *Virtua Fighter*.



Issue 42 £2.50
Exclusive preview of *MKII* on 32X, plus more Saturn games including *Daytona USA* and *Clockwork Knight* (review). Reviews galore.



Issue 43 £2.50
A soccer special with first reviews of *Striker* on MD and *Victory Goal!* on Saturn, Plus previews of *Street Racer*, *Alien Soldier* and many more.



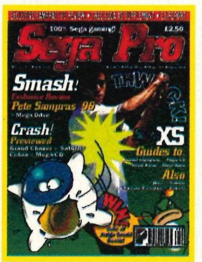
Issue 44 £2.50
Exclusive preview of *Man UTD* plus *Chaotix* on 32X, *Eternal Champions CD* and a full preview of *Panzer Dragoon*. *Road Runner* too!



Issue 45 £2.50
Catch reviews of *Daytona USA* on Saturn, *Street* OUT ega Drive, a feature on the top 100 Sega games plus three SegaXS guides!



Issue 46 £2.50
Our amazing Saturn issue with a feature on Sega's super console plus reviews of *Astal*, *Chaotix* and *Alien Soldier*. Free XS guide!



Issue 47 £2.50
Pete Sampras dons the cover and has a top review inside along with *Bug!* and *Parodius Deluxe Pack* on the Saturn. What a treat!



Issue 48 £2.50
With a free covermounted book all about the Saturn and exclusive pictures of the 32-bit *Virtua Racing* this is a corker of an issue!



Issue 49 £2.50
Team 17's *Worms* is the exclusive plus a fabulous feature covering all the big summer movies. *Clockwork Knight 2* too!

We still have a few copies of early issue of SegaPro available. Order any two of these issues 5, 6, 7, 9, 10, 11, 12, 13, 15 for the bargain price of £1. Ring on 01202 200200 and order now to get your copies.

SegaPro CD



Issue 44
£5.99
You get to play yet another top footy title with our top *Sensi* demo!



Issue 45
£5.99
Play our top *Time Cop* demo and read up on *Eternal Champs* on CD!



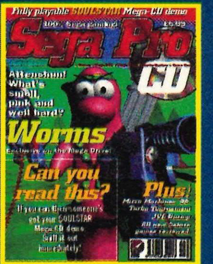
Issue 46
£5.99
CD special: *Lords of Thunder*, *Dungeon Explorer* and a *Fatal Fury demo to play!*



Issue 47
£5.99
The second top Mega-CD beat-'em-up from JVC demoed — *Samurai Shodown.*



Issue 48
£5.99
Thunderhawk demoed as a taster of Core's future Saturn release.



Issue 49
£5.99
A demo of *Soulstar* from Core Design and an exclusive *Worms* preview!

Grab your copy of Sega Pro CD with a fully playable CD demo! (Please note that the editorial content is identical to that in the normal Sega Pro.)

Back Issues ORDER FORM

Please send me the following Issues of SegaPro

Please send me the following Issues of SegaPro CD

Name..............................

Address..............................

....

Postcode..............................

Telephone No..............................

Signature..............................

Method of Payment - please indicate your choice:

☐ **Cheque/Postal Order: Expiry date Please make cheques payable to Paragon Publishing Ltd.**

☐ **Credit Card: Expiry date** ____/____

Card Number..............................

Please return this coupon (together with your cheque/ PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: SegaPro BACK ISSUES, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively call our credit card hotline on (01202) 200200 or fax us on (0202) 299955.

NB: All prices include postage and packing.



Sega Pro OR Sega Pro CD

I would love to know everything about every Sega game so I realise I need SegaPro. Please, please rush me the following:

PLEASE TICK BOXES OF YOUR CHOICE

OPTION 1

ANNUAL SUBSCRIPTION TO SEGAPRO

Incredible value: Subscribe now to SegaPro and receive 15 issues of the magazine for the price of 13 – how's that for great value for money!

☐ UK £32.50 ☐ Europe £42.50 ☐ Rest of World £52.50

OPTION 2

ANNUAL SUBSCRIPTION TO SEGAPRO CD

Incredible value: Subscribe now to SegaPro CD and receive 15 issues of the magazine for the price of 13 – how's that for great value for money!

☐ UK £68.00 ☐ Europe £100.00 ☐ Rest of World £150.00

OPTION 3

SIX-MONTH SUBSCRIPTION TO SEGAPRO CD

Get six issues of the most exciting new Sega Mega-CD magazine around complete with a covermounted CD demo on each issue!

ALL SUBSCRIPTIONS COME WITH A FREE TIPS BOOK!

☐ UK £35.00 ☐ Europe £55.00 ☐ Rest of World £83.00

YOUR DETAILS

I would like the subscription to start from issue number.......................

If you are either taking out a subscription for yourself or giving a subscription to SegaPro as a gift, please fill in your details below:

Name....................................Signature ....

Address ....

....

....

Postcode ....Phone number..................

METHOD OF PAYMENT – PLEASE INDICATE YOUR CHOICE:

☐ CHEQUE ☐ POSTAL ORDER

Please make payable to Paragon Publishing Ltd.

☐ CREDIT CARD Expiry date_____/_____/_____

Card number_____/_____/_____/_____

If you are giving a subscription to SegaPro as a gift to someone else, please fill in the recipient's details below:

Name...

Address..

....

....

Postcode .... Phone number ....

NO STAMP REQUIRED IF POSTED IN THE UK

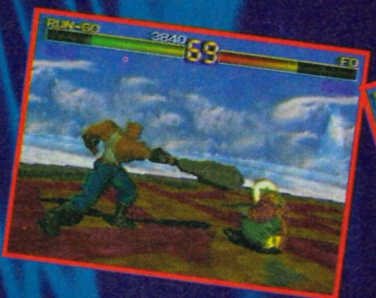
Please return this coupon or a photocopy of it (together with your cheque / PO if applicable, made payable to Paragon Publishing Ltd) in an envelope to the following address: SegaPro Subs, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card hotline on (01202) 200200 or fax us with your details on (01202) 299955.

Next Month

So long Sony, Sega have stolen your only decent beat-'em-up...

Toh Shin Den

We'll have a full preview next issue.







Along with reviews of...

The D

Acclaim go all rendered!



Golden Axe: The Duel

From arcade to console — a perfect conversion.





Suikoenbu

Data East beat-'em-up bonanza!

The next issue of Sega Pro will be in the shops 5th October!

Sega Pro

October '95

Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS
Tel: 01202 299900
Fax: 01202 299955

Editor
Nick Roberts
Email: nickr@paragon.co.uk

Staff Writers
Mat Yeo
Mark Pilkington
Steve Hardy

Design
Nick Trent
Wendy Ellis

Advertising Sales
Keith Williams (manager)
Diana Monteiro (senior)
Alan Walton

Advertising Production
Francesca Giannelli
Allegra Gee
Clare Loggey

Production Manager
Jane Hawkins

Systems Manager
Alan Russell

Pre-Press
Gavin Cloggie
Ted Dearberg
Stuart Taylor
Jason Warren

Subs/Mail Order
☎ 01202 200200
Email: subscriptions@paragon.co.uk
Basic annual rate of subscription...
SegaPro
UK - £32.50
Europe - £42.50
Rest of the world - £52.50
SegaPro CD
UK - £68.00
Europe - £100.00
Rest of the world - £150.00

Publisher
Ian Kenyon

Managing Editor
Stuart Wynne

Marketing Manager
Michael Robinson

Art Director
Mark Kendrick

Publishing Director
Pat Kelly

Production Director
Di Tavener

Managing Director
Richard Monteiro

Printed by
Southernprint (Web Offset) Ltd

Distributed by
Seymour International Press Distributors
Windsor House, 1270 London
Road, Norbury, London SW16 4DH.
☎ 081 6791899.

Sega Pro: ISSN 0964-2641
Sega ProCD: ISSN 1354-859X

Special thanks to:
The Video Game Centre
☎ 01202 527314
All the fluffy bunnies in the world.

ABC 34,994
Member of the Audit Bureau of Circulation

GAMEPLAY

PRICE! CHOICE! QUALITY! SERVICE!

These have made us one of the largest suppliers of computer & video games in the country today!

MEGADRIVE



Addams Family Values	£35.99
Asterix & the Great Rescue	£18.99
Aladdin	£28.99
Batman & Robin	£36.99
Batman Forever	**£CALL**
Beavis & Butthead	£35.99
Bloodshot	£27.99
Boogerman	£24.99
Brutal Paws of Fury	£19.99
Brian Lara Cricket	**£32.99**
Cannon Fodder	**£32.99**
Chaos Engine	£19.99
Chuck Rock 2	£19.99
Cool Spot	£24.99
Comix Zone	£CALL
Dr Robotnik's Mean Bean Machine	£24.99
Dragon's Revenge	£19.99
Dynamite Headdy	£24.99
Earthworm Jim	£32.99
Ecco 2 - The Tides of Time	£24.99
Eternal Champions	£21.99
Fever Pitch Soccer	**£35.99**
F1 World Championship Edition	£35.99
FIFA '95	**£21.99**
Fifa Soccer '96	£36.99
Incredible Hulk	£17.99
Indiana Jones Greatest Adventures	£32.99
James Pond 3	£21.99
Jelly Boy	£32.99
Judge Dredd	£39.99
Kawasaki Super Bikes	£32.99
Light Crusader	**£CALL**
Lion King	£39.99
Man Utd Champ Soccer	£32.99
Mega Bomberman	£28.99
Megalomania	£18.99
Micro Machines 2	£29.99
Micro Machines 2 '96	£35.99
Mighty Max	£18.99
Mortal Kombat 2	£42.99
MS Pacman	£24.99
NBA Jam Tournament Edition	£39.99
NBA Live '95	**£22.99**
NBA Live '96	£36.99
NFL Madden '95	£36.99
NHL Hockey '95	**£22.99**
NHL Hockey '96	£36.99
Pete Sampras Tennis '96	£35.99
PGA Tour Golf 3	**£24.99**
PGA Golf Tour '96	£36.99
Powerdrive	£32.99
Power Rangers	£32.99
Premier Manager	**£CALL**
Primal Rage	£42.99
Putty Squad	£32.99
Psycho Pinball	£35.99
RBI Baseball '94	£22.99
Red Zone	**£21.99**
Ristar	£35.99
Rise of the Robots	£19.99
Road Rash 3	**£32.99**
Rock n Roll Racing	£22.99
Rugby World Cup '95	**£22.99**
Samurai Shodown	£35.99
Seaquest DSV	£36.99
Shining Force 2	£38.99
Shaq Fu	£16.99
Skeleton Krew	**£33.99**
Soleil	£38.99
Sonic 1	£13.99
Sonic 2	£19.99
Spiderman	£29.99
Stargate	£38.99
Street Racer	**£35.99**
Streetfighter 2 CE	£24.99
Streets of Rage	£14.99
Super Streetfighter 2	£46.99
Syndicate	£36.99
Sylvester & Tweety	£22.99
Thor	£45.99
Theme Park	**£35.99**
Toe Jam & Earl 2	£19.99
Toughman Boxing	£24.99
Total Football	£CALL
Urban Strike	£24.99
Wayne Gretzky Hockey	£39.99
Weaponlord	£CALL
Winter Olympics	**£17.99**
X-Men 2	£35.99
Zero Tolerance	£26.99

32X

Chaotix	£38.99
Doom	£46.99
Golf Magazine 36 Holes	£46.99
Metal Head	**£45.99**
Mortal Kombat 2	**£39.99**
NBA Jam Tournament Edition	£39.99
Star Wars Arcade	£46.99
Stellar Assault	£38.99
Super Afterburner	£32.99
Super Motocross	£37.99
Super Space Harrier	£29.99
Toughman Boxing	£42.99
T-Mek	£CALL
Virtua Racing Deluxe	£44.99
Virtua Fighter	£CALL
WWF Raw	£39.99

32X CDs

BC Racers	£CALL
Corpse Killer	£42.99
Slam City	£42.99
Soul Star X	£42.99
Supreme Warrior	£42.99



SEGA SATURN

NEXT GENERATION CONSOLE WITH VIRTUA FIGHTER & ONE PAD

£355

including next day delivery

Bug	£CALL
Clockwork Knight	£31.99
Daytona Racing	£42.99
Fifa '96	£CALL
Int. Victory Goal	£35.99
Myst	£34.99
Panzer Dragoon	£41.99
Pebble Beach Golf	£34.99
Rayman	£CALL
Theme Park	£CALL

ACCESSORIES

Spare Control Pad	£16.99
Arcade Racer Steering Wheel	£CALL
Virtua Stick	£38.99
RF Unit (Saturn comes with just scart cable)	£19.99

IMPORTS

CDX Convertor - Play imported Saturn games on your UK Saturn	£34.99
Bug	£37.99
Gran Chaser	£49.99
Shinobi X	£49.99
Suiko Embo	£CALL
Virtua Fighter Remix	£44.99

MORE AVAILABLE EVERY WEEK - CALL!

MASTER SYSTEM

Wide Selection Available
Lowest Prices - PLEASE CALL

GAME GEAR

Earthworm Jim	£CALL
Ecco 2 - The Tides of Time	£25.99
George Foreman Boxing	£16.99
Jungle Strike	£25.99
Micro Machines 2	**£25.99**
Mortal Kombat 2	£29.99
Mortal Kombat	£16.99
Pete Sampras Tennis	£16.99
PGA Golf	£16.99
Primal Rage	£25.99
Sonic Drift Racing	**£25.99**
Sonic Chaos	£15.99
Striker	£26.99
Super Off Road	£12.99
Super Space Invaders	£16.99
Wizard Pinball	£29.99

SONY PLAYSTATION



£275.99

Air Combat	£CALL
Cybersted	£CALL
Demolish'em Derby	£CALL
Discworld	£CALL
Jumping Flash	£CALL
Kileok the Blood	£CALL
Mortal Kombat 3	£CALL
Novastorm	£CALL
Rapid Reload	£CALL
Ridge Racer	£CALL
To Shin Den	£CALL
Wipe Out	£CALL

MEGA CD



BC Racers	£18.99
Cannon Fodder	£35.99
Corpse Killer	£39.99
Earthworm Jim	£35.99
Ecco 2	**£24.99**
Eye of the Beholder	£32.99
Eternal Champions	**£32.99**
Fahrenheit	£35.99
Fatal Fury Special	£29.99
Formula 1 World Champ Edition	£CALL
Midnight Raiders	£39.99
Myst	£39.99
Power Rangers	£36.99
Sensible Soccer	£19.99
Shining Force	**£32.99**
Skullkeep (Dungeon Master 2)	£28.99
Slam City	£39.99
Snatcher	£32.99
Soul Star	£16.99
Supreme Warrior	£39.99
Surgical Strike	£29.99
Syndicate	£CALL
Theme Park	**£CALL**
World Cup Golf	£35.99

ACCESSORIES



Megadrive Master System Convertor- Play all your classic master system games on both the Magadrives 1 & 2 .... £19.99

American/Japanese Mega Drive Convertor- Play imported American or Japanese Games on your U.K. Megadrive £14.99

Heatseeker 2 Joypad - 9 button pad with turbo-fire, auto-fire and slow motion. Buttons ABCXYZ all individually switchable plus 3 extra turbobuttons .... ONLY £12.99

Ultra 2 in 1 Joypad - Works on both Megadrive and SNES - 6 buttons with turbo, auto fire, slow motion and added thumb controller £16.99

Phase 9 Graduate Pad - Six Button with Auto-Fire & Slow Motion £11.99

Sega Mega Drive Mouse - essential for games which use a cursor such as Cannon Fodder, Lemmings, Snooker. Comes with its own mouse mat. .... ONLY £27.99

Mega Drive Scart Cables (specify 1 or 2) £9.99

CDX Mega CD Convertor - Play imported Mega CD games on UK machine £24.99

Cd Back Up Ram Cart. for Mega CD £29.99

Mains Adapter for Megadrive £9.50

Mains Adapter for Game Gear £8.99



Pro Action Replay 2 Cheat Cartridge £36.99

FREE MEMBERSHIP

All Prices include VAT.

- **FREE MEMBERSHIP!** Simply fill in your details on the order form at the bottom of the page. No purchase necessary
- Extra fast delivery, 2-3 working days on stock items. (Please allow 7 days for clearance if sending a cheque.
- All items ordered from us are fully insured against loss or damage
- All goods are fully guaranteed. If any item doesn't work as it should, we'll replace it immediately at no cost to you.
- 1000's of titles available, if you can't see the item you want, please ring as stock arrives daily. Software and accessories available for all machines.
- Order by phone, fax or post.

ATARI LYNX II



Colour Hand Held Console & Batman Returns 31.99
Lynx II +World Class Soccer .. £31.99
Atari Lynx II (no game) 24.99
Mains Adaptor Highly Recommended .. £10.99

THE LYNX IS THE MOST POWERFUL HAND-HELD AVAILABLE WITH FULL COLOUR, 16 BIT STEREO SOUND & A BACK-LIT SCREEN FOR PLAYING IN THE DARK.

A.P.B.	£15.50	Desert Strike	£19.99	Paperboy	£14.99
Batman Returns	£14.99	Dirty Larry	£15.99	Pacman	£14.99
Blue Lightning	£14.99	Dracula	£24.50	Pinball Jam	£9.99
Blockout	£14.99	European Soccer Challenge	£19.99	Qix	£9.99
California Games	£14.99	Hockey	£9.99	**Tetris**	**£26.99**
Chip's Challenge	£9.99	Lemmings	£19.99	Warbirds	£24.99
Checkered Flag	£14.99	Ninja Gaiden	£14.99	World Class Soccer	£9.99

70 Titles Available + Accesories - **CALL!!**

Fifa (Amiga) - £21.99, Theme Park (3DO) - £35.99, Super Star Soccer (Snes) - £39.99, AVP (Jag) - £47.99, Dark Forces (CD Rom) - £33.99.

01924 473157
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

FAX ORDERS ON -
01924 473157
(24 HOURS A DAY)

- Lines open 9am-8pm Mon-Fri, 9am-7pm Sat, 10.30am-4pm Sun. Answerphone all other times.
- Order by credit card, cheque postal orders or cash (please send cash in a registered envelope for your own protection.
- 1st class delivery £1 for one item, free for more than 1 item. Next day delivery £4.50 for orders up to £50, £6 for orders over £50, please order before 3pm to ensure immediate despatch.

GAMEPLAY

✂ Cut Out This order form and post to :
GAMEPLAY, UNIT 11, BARDEN CLOSE, BATLEY, W. YORKSHIRE WF17 7JG.

Name: .... Customer No: ....

Address: ....

....

Postcode: .... Signature: ....

Tel: .... Fax: ....

Cash ☐ Cheque ☐ Postal Order ☐ Card ☐ Access VISA DELTA SWITCH

Card Number ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date ☐☐/☐☐

Please keep counterfoils if sending postal orders. Only send cash in a recorded/registered envelope.

Item	Machine	Price
		£
		£
		£
		£
		£
		£
	P&P	£
	TOTAL	£

Postage is **FREE** on all accessories and orders of more than one item. Please ADD £1 for orders of just one software item.

Cheques payable to 'Gameplay'.

Prices correct at time of going to press. E & OE.



The pen is mightier than the sword
Bye Bye Loser
Mortus
SEGA the GAME is NEVER Over.
COMIX ZONE
COMIX ZONE!!!
MORTUS?
WACK!
MEGA DRIVE
The evil Mortus has you trapped in a comic book. Get cross or get crossed out.